Maintainers Manual for Version 2.2.1 of the NIST DMIS Test Suite
(for DMIS 5.2)

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1 Introduction

1.1 Overview

The National Institute of Standards and Technology (NIST) is supporting use of the Dimensional Measuring Interface Standard (DMIS) language. One form of this support is providing the NIST DMIS Test Suite (NDTS), which has been developed in the Intelligent Systems Division (ISD) of NIST.

This manual is a maintainers manual for the NIST DMIS Test Suite version 2.2.1. A maintainer is anyone who is considering modifying the test suite, particularly NIST personnel building a new version of the test suite.

The test suite is intended to serve two purposes:
- to help users and vendors use version 5.2 of DMIS,
- to provide utilities and test files for conducting conformance tests on
  - DMIS input files
  - computer systems that generate DMIS input files
  - computer systems that execute DMIS input files.

There are also a “Users Manual for Version 2.2.1 of the NIST DMIS Test Suite (for DMIS 5.2)” and a “System Builders Manual for Version 2.2.1 of the NIST DMIS Test Suite (for DMIS 5.2)”. Read those manuals carefully before starting on this manual. They contain a lot of important information that is not duplicated here. If you find terms in this manual you do not understand, search for them in the other two manuals.

1.2 How the Test Suite is Made Available

The primary mode of distributing the test suites has been to post them in the ISD web site as zip files. The web site is:


The following earlier versions of the test suite are in the site in addition to this one:
- DMIS Test Suite 1.01 for version 5.0
- DMIS Test Suite 1.1 for version 5.0
- DMIS Test Suite 2.0 for version 5.1
- DMIS Test Suite 2.1 for version 5.1
- DMIS Test Suite 2.1.1 for DMIS version 5.1
- DMIS Test Suite 2.1.4 for DMIS version 5.1
- DMIS Test Suite 2.1.5 for DMIS version 5.1

For this release and NDTS 2.1.5, since the test suite is very large (so that prospective users may want to look at the manuals before deciding whether to download it), the manuals may be downloaded separately from the same site.

In addition, NDTS 2.1.5 is available from http://code.google.com/p/dmis-test-suite/downloads/list.

It would be good to make it possible, in addition, to use the NDTS utilities on the web without

1. In the remainder of this manual “the test suite” means the NIST DMIS Test Suite, version 2.2.1.
downloading anything. The user would upload a file to test and it would be run through whichever utility the user wants (dmisParser, dmisConformanceChecker, dmisConformanceRecorder, or dmisConformanceTester). Utilities for other languages have been made available that way at NIST, and the idea of doing that for DMIS has been kicking around for several years.

Early versions of the NDTS were emailed occasionally. Versions 2.1.5 and 2.2.1 are too large to email.

1.3 Documentation

NDTS documentation includes:

- the three manuals (users, system builders, maintainers),
- the Excel spreadsheet defining conformance classes (last edited September 2010)
- in-line documentation of the code in ebnf, generator, and utilityComponents directories,
- one journal article1.

1.4 Terminology

In this manual:

- bison = a system for generating C++ code from a YACC file (it’s not an acronym)
- BNF = Backus-Naur Form
- DEBNF = DMIS EBNF
- DMIS = Dimensional Measuring Interface Standard
- DMSC = Dimensional Metrology Standards Consortium
- EBNF = Extended BNF
- flex = a system for generating C++ code from a Lex file (it’s not an acronym)
- Lex = a language for encoding a lexical analyzer (it’s not an acronym)
- NDTs = NIST DMIS Test Suite
- NIST = National Institute of Standards and Technology
- YACC = Yet Another Compiler Compiler, a language for encoding a parser
- The term “subclass” (rather than “child class” or anything else) is used to refer to a C++ class that is derived from another class.
- The term “rule”, rather than “production” will be used for a YACC production. “Rule” is the usual term, and makes it easy to differentiate between EBNF productions and YACC productions.

1.5 Use of Fonts and a Warning

1.5.1 Fonts

Five formal languages are used in the test suite: DMIS, DEBNF, C++, YACC, and Lex. In addition, the test suite deals with files and commands. To help make it clear what sort of thing is being discussed, in this manual:

- DMIS code and keywords are shown in this font.
- File and directory names (including names of executable files) are shown in this font.
- C++ code (lines of code, class names, function names, etc.) is shown in this font.
- Commands typed in a command window or included in a Makefile are shown in this font.

Some terms are used in more than one context. “Production”, for example, is both a descriptive term used to talk about EBNF and the name of a C++ class. In these cases, the font used is intended to show the context.

1.5.2 Warning

A source of disorientation in maintaining the test suite is that three of the languages are used on two levels. YACC and Lex are used (1) to build a DEBNF parser and (2) to build a DMIS parser. C++ classes are defined both to represent EBNF and to represent DMIS. C++ is used both for the generator code and for the code written by the generator. You are sure to lose track periodically of which level you are working on. Sometimes you need to think simultaneously about two different levels using the same language. Hang in there.

1.6 Compilers


You also need bison (a YACC compiler) and flex (a Lex compiler). Bison and flex are free software already installed on most Linux and unix (such as Sun) systems. For Linux and unix systems, they may be downloaded for free from ftp://ftp.gnu.org/gnu or http://ftp.gnu.org/gnu. For Windows systems they may be downloaded for free from http://gnuwin32.sourceforge.net or http://sourceforge.net/projects/gnuwin32.

2 The Big Ideas

The construction of the utilities in the test suite is based on several big ideas. These are used exclusively to deal with DMIS in the test suite, but they are applicable to any statement-based language whose syntax may be represented in EBNF.

Perhaps the biggest idea is that it is possible to generate large amounts of useful C++ code automatically. DMIS is a huge language. The EBNF file for DMIS is over 100 pages long. Over half a million lines of C++ source code (about 10,000 pages) are used in the test suite. That is too much for a small team. So, necessity has been the mother of invention.

The numbered items following are applications of this idea. Item 1 is not at all new. Item 2 has probably been done elsewhere. We believe items 3-6 are completely new.

1. A YACC-Lex parser for a target language may be generated automatically from an EBNF file describing the syntax of the language.

2. A set of C++ classes may be defined that represents EBNF and is rich enough to support automatic generation of both (1) C++ classes describing the target language described by an
EBNF file and (2) C++ source code for a variety of utilities for manipulating that language.

3. Methods of automatically analyzing the EBNF may be developed that recognize EBNF constructs that lead to shift/reduce conflicts in the automatically generated YACC file. Those constructs may be automatically modified to represent the same syntax but not produce conflicts in the YACC file.

4. The automatically generated parser may be built so that, as it parses a target language file, it builds a parse tree in terms of the automatically generated C++ classes. Moreover, the parse tree may be built in terms of classes generated from the unmodified EBNF even though the syntax recognition portions of the parser are built from modified EBNF.

5. A C++ data file may be built automatically describing the attributes and subclasses of the C++ classes representing the target language. This may be done in parallel with generating the classes. Copies of the C++ data file may be manually edited so that each copy represents the C++ code for a subset of the target language. Subsets of interest are those defining conformance modules of the language. Other C++ files with data on the C++ classes needed for building a conformance testing system may be also be generated automatically

6. Utilities that test conformance of target language files in various ways may be built semi-automatically in C++ using all the other automatically generated code. These utilities have a (relatively) small manually generated core that is included in a larger automatically generated C++ file.

3 In-line Documentation of Code

The manually generated source code in the test suite contains extensive in-line documentation. Most of the automatically generated source code does not.

3.1 Documentation in Automatically Generated Source Code

Much of the source code in the NDTS is generated automatically. Most of the automatically generated code has no in-line documentation.

One exception to this is dmis.hh, which has 14,770 lines of automatically generated documentation included in the 53,844 lines of the file. The C++ classes for DMIS are intended to serve two purposes. The first purpose is to support automatic generation of code for the utilities; for that, no documentation is required. The second purpose of the C++ classes is to be usable by DMIS system builders for building DMIS generators and consumers. It is necessary to include documentation in dmis.hh because that is only way a system builder can figure out what portion of DMIS each C++ class represents. Without it, the C++ classes would be unusable. The dmis.hh file starts with a page of documentation. After that, each class is documented. The automatically generated documentation for each class is of one of three types for (1) a parent class, (2) a class generated from a production with only one definition, or (3) a class generated from a production with two or more definitions. Examples of these are shown in Figure 1, Figure 2, and Figure 3, respectively.
3.2 Documentation of Hand-written Source Code

The in-line documentation of the hand-written code is very extensive.

3.2.1 C++ source code documentation.

Most of the .cc hand-written C++ source code files start with a 1-6 page description of what the file does. There is only one hand-written .hh file (generator/linuxSun/source/ebnf.hh) in the test suite, and it is about half documentation.

The generator/linuxSun/source/debnf2pars.y file, which has over 13,000 lines (250 pages), includes only about 150 lines of YACC. It is documented the same way as .cc files. The file is about half C++ code and half documentation.

To make it easy to find functions in a .cc file, in most cases they are declared in alphabetical order near the beginning of the file. Then they are defined in alphabetical order.

A uniform template has been used for documenting functions in hand-written C++ source code files. An example is shown in Figure 4. The first line has the name of the function. This is followed by a description of what the function returns and a list of functions that call the function.

/* dmisFreeStatement
 * This is a parent class.
 */

Figure 1. Automatically Generated Documentation - Parent Class

/* rotIncr
 * This is a class for the single definition of rotIncr.
 * It represents the following items:
 * INCR ',', rotOrient
 */

Figure 2. Automatically Generated Documentation - Single Definition

/* matDir_INNER
 * This is a derived class for one of the definitions of matDir.
 * It represents the following items:
 * INNER
 */

Figure 3. Automatically Generated Documentation - Multiple Definitions
Next is a description of what the function does. Depending on the complexity of what the function does, the description may be anywhere from one line to three pages.

Each argument of a function is given on a separate line, and a comment giving a description of the argument follows the argument.

To make it easy to know what local variables are used, the local variables of each function are declared at the beginning of the function, and each local variable is declared on a separate line. In some functions, each local variable is followed by a comment describing the variable.

The commenting in the .cc and .hh files has been done in such a way that it would be easy to modify it so it could be processed by the doxygen automatic documentation generation system. In particular, the documentation of the function arguments needs only an exclamation point to be added to each line.

```c
/* findToken

Returned Value: int
If the text is the name of a token, this returns 1. Otherwise, it returns 0.

Called By:
    printCppClassPrinter
    printCppClassPrinterOpt1
    printCppClassPrinterOpt2
    printYaccProductions
    printYaccUnionAndTypes
    reviseSpelling
    selectProductions

If the token is found in the tokenNames, this also sets *n to the zero-based index of the position at which the token was found in the sub-array of the tokenNames starting with the first letter of the token.

*/

int findToken( /* ARGUMENTS */
    char * text, /* text to look for */
    int * n) /* position at which found, if found */
{
    char ** letterNames;
    int result;
    ...
}
```

Figure 4. Hand-written In-Line Documentation

3.2.2 EBNF documentation

The EBNF directory has two DEBNF files in it. One of the files (ebnf/dmisFull5.2.debnf) has no
documentation in it and describes the same syntax as that given in the DMIS 5.2 spec.

The other file (ebnf/dmis.debnf) includes documentation and describes the syntax of files that have been produced by the preprocessor in the test suite, which is slightly different. Most of the documentation in this file (1) identifies the EBNF constructs that will produce shift/reduce errors in a YACC file that has the same structure, and (2) describes the alternate EBNF constructs that will be mirrored in the automatically generated YACC and do not produce conflicts. This file also contains hundreds of comments assigning names to classes and their attributes, but those are not considered to be documentation.

4 DEBNF C++ Classes and Parser

4.1 DEBNF C++ Classes

The generator/linuxSun/source/ebnfClasses.hh,.cc files contain C++ classes representing DEBNF. The classes support building a parse tree for DEBNF and doing data access on the tree (but not printing the DEBNF out again). In addition, one class, stringCell, is defined that is not needed for DEBNF but supports debnf2pars. The DEBNF classes include many attributes that support the functionality of debnf2pars but are not needed for dealing with the DEBNF parse tree.

The DEBNF classes include: production, definition, expression, and optional. For the first three of those, a list cell (prodCell, defCell, expCell) and a doubly linked list (prodList, defList, expList) are also defined. The lists cells each have next, back, and data attributes. Everything in the DEBNF classes is public, so data access functions are not needed. The list classes all have pushBack, pushFront, and findLength access functions. Each list type has a few other functions for special purposes (such as splicing in a sublist). The list classes allow complete control of the list structure and easy traversal in either direction.

4.1.1 Production class attributes

The production class has the following attributes:

```cpp
    defList * defs; // the definitions of the production
    bool endsInOptional; // see below
    fixTypeE fixType; // the kind of fix that has been or should be applied
    int isList; // 0=not a list, 1=list no commas, 2=list with commas
    bool isSupertype; // true = this production is a supertype of other productions
    char * lhs; // the name of the production (lhs = left-hand side)
    prodList subtypeOf; // list of productions of which this is a subtype
    prodList usedIn; // list of productions in which the name of this appears
    bool wasPrinted; // true = classes for this production have been printed
```

FixTypeE is an enumeration defined in the production class whose allowed values are fixListItemDeleted, fixListItemsInserted1, fixListItemsInserted2, fixNone, fixProdC, and fixProdCUser.

The endsInOptional attribute has a default value of false and is set to true if and only if at least one definition of the production ends with an optional that starts with a comma.
4.1.2 Definition class attributes

The definition class has the following attributes:

```c
char * className;  // class name for the definition
expList * expressions;  // expressions giving the definition
defList * newDefs;  // revised definitions to replace this
```

During processing by debnf2pars, the newDefs of each definition are set. Each optional in a definition leads to at least two definitions in the newDefs. Fixing shift/reduce conflicts also changes the newDefs. Printing rules in dmis.y is done primarily using the newDefs.

4.1.3 Expression class attributes

The expression class has the following attributes:

```c
int theType;  // see below
char * itemName;  // see below
char * attName;  // the name of the attribute that will represent the expression
optional * optValue;  // pointer to an optional; 0 unless theType is OPTIONAL
production * prodValue;  // pointer to a production; 0 unless theType is NONTERMINAL
```

The type of an expression may be ENDLINE, KEYWORD, NONTERMINAL, ONECHAR, OPTIONAL, TERMINAL, TERMINALSTRING, or TWOCHAR. These have integer values #defined in debnf2parsY ACC.cc.

The itemName of an expression is set to 0 if theType is OPTIONAL or TERMINALSTRING. The itemName is set for the following values of theType. For KEYWORD and NONTERMINAL, itemName is a string containing exactly the characters in the EBNF file. For ENDLINE, itemName is “ENDLINE”. For ONECHAR, itemName is a string containing the character between the apostrophes. For TERMINAL, itemName is a string containing the characters that were read converted to all upper case. For TWOCHAR, itemName is a string containing the two letters.

The optValue of an expression is 0 unless theType is OPTIONAL. In that case, optValue is set to point to an optional.

The prodValue of an expression is 0 unless theType is NONTERMINAL. In that case, prodValue is set to point to the production whose name is the itemName.

4.1.4 Optional class attributes

The optional class has the following attributes:

```c
expList * expressions;  // the expressions in the optional
int digit;  // the multiplicity of the optional
```

4.2 DEBNF Parser

The DEBNF parser consists of a hand-written debnf2pars.lex file and about 150 lines of YACC in the debnf2pars.y file. The parser parses DEBNF into a parse tree using the DEBNF classes. In the current version of DEBNF, comments of the form (*A=name*) and (*C=name*) in the DEBNF file represent names for attributes and classes, respectively. If an attribute name for an expression that will become an attribute is not given in the DEBNF file, an attribute name will
be assigned by the `findAttributeNames` function in `debnf2pars.y`. If a class name for a definition is not given in the DEBNF file, a class name will be assigned by the `findClassNames` function.

5 Test Suite Quality Control

5.1 Introduction

To be usable for conformance testing and be trusted by users, the NIST DMIS Test Suite must have very few bugs in it. A great deal of effort has been put into ensuring that there are few bugs. Whenever changes have been made in the test suite, tests have been performed to hunt for bugs. All bugs that have been found have been fixed. The test suite maintainers must continue to test and debug thoroughly when changes are made. If new functionality is introduced, new tests will need to be devised.

Five types of files are involved in maintaining the quality of the test suite:

- the text of DMIS 5.2
- the DEBNF file for DMIS
- the Excel Spreadsheet describing DMIS conformance classes
- test files that are DMIS 5.2 input files
- executable utilities and the C++ code from which they are built

There are no calibration artifacts maintained by other organizations that can be used by NIST to check the test suite. The five types of files are used to check each other. Every one of the five types of files may have errors in it. The last four types are currently being maintained only by NIST.

5.2 DMIS Input Test Files

Parser test files and system test files are described in sections 8 and 9 of the Users Manual. This section has additional information about the test files.

5.2.1 Parser test files vs. system test files

Parser test files are syntactically correct but may have semantic errors and may make no sense. System test files are syntactically and semantically correct so that it should be possible to execute them on commercial DMIS systems. Many of the system test files in the test suite do not produce any motion and therefore do nothing useful. The system test files that produce motion require using a physical part (or a simulation of one).

5.2.2 Parser test files

In Version 2.2.1, the `parserTestFiles` directory has test files only for full DMIS. In Version 2.1.5, that directory had test files for full DMIS plus the three levels of the prismatic AP.

In Version 2.2.1, however, parser test files may be produced automatically by the `dmisTestFileReductor` for any allowed set of conformance modules. The parser test files for full DMIS are used as input to the `dmisTestFileReductor`. To enable the `dmisTestFileReductor` to work, every non-comment line of every one of the 254 test files in the `parserTestFiles/okIn` directory was marked with a DMIS comment on the line above indicating the conformance modules needed to deal with the line. The marking was done by determining what conformance module the Excel spreadsheet requires for each item on the line and inserting the comment
manually. For example, in the following two lines of DMIS code from featCone1.dmi, the comment PM1 TW3 on the first line means that at least level 1 of the prismatic AP or level 3 of the thin-walled AP is needed in order for the second line to conform.

$$ PM1 \ TW3 \\
F(c2)= FEAT/CONE,OUTER,CART,60,0,0,0,0,1,11.8 $$

The conformance markings in the parser test files have been used for testing as described in Section 5.3.

In addition, the first line of each of the files in okIn is a comment giving the minimum conformance modules needed to handle a syntactically correct reduced version of the file containing the DMIS item after which the file is named. For example, the first line of planid1.dmi is “$$ PM1 TW1 QI2” because QI2 is needed for PLANID, and either PM1 or TW1 is needed for DMISMN. As another example, the first line of funcsBool.dmi is “$$ PM2 TW2” because boolean functions require level 2 of either PM or TW.

5.2.3 System test files

In Version 2.2.1, the systemTestFiles directory is still divided into subdirectories for full DMIS and the three levels of the prismatic AP. All the files have been updated to DMIS 5.2.

5.2.4 Other test files

A large set of large test files was provided to NIST several years ago by an industrial partner. These were written for DMIS 5.0. In earlier releases of the test suite, they were used to test the utilities. They were manually updated to DMIS 5.1 and used to test version 2.1.5. They have not yet been updated to DMIS 5.2, so they are not yet usable for testing the utilities in NDTTS 2.2.1.

5.3 Testing Conformance Information

5.3.1 Testing without the dmisTestFileReductor

To check that the dmisConformanceRecorder works properly and to test that the parser test files were marked correctly, a test was devised in which each of over 300 parser test files had its conformance information inserted without using the dmisConformanceRecorder. Then each file was run through the dmisConformanceRecorder, which replaced the conformance information, and it was checked that the file was unchanged.

For the files in the parserTestFiles/okIn directory, the conformance information was inserted automatically by a utility named insertConf that read the line markings, found the maximum level of each conformance module used in the line markings, and inserted conformance information on the DMISMN line of the file. Conformance information was inserted manually on the DMISMN lines of the files in parserTestFiles/annexAIn, but that was done without marking each line.

Then the checkLevels script was written which checks that the conformance information already in each file of okIn and annexAIn is the same as the conformance information produced by the dmisConformanceRecorder. Of course many errors were found in the manual markings and a few errors were found in the dmisConformanceRecorder. Corrections were made and the checkLevels script was run repeatedly until no differences were reported.

During further development, the checkLevels script has been run repeatedly as a regression test.
This should continue to be done.

In addition, a testFullTester script was written for testing the dmisConformanceTester. This is a weaker test because, although it checks that no error or warning messages are generated except the expected ones, it does not compare the conformance information that is generated with the expected conformance information. Since almost all the software for both the dmisConformanceTester and the dmisConformanceRecorder is in the same file (dmisConformanceTester.cc), a more stringent test does not seem needed.

5.3.2 Testing with the dmisTestFileReductor

The dmisTestFileReductor is described in Section 7 of the Users Manual. It was developed after all the testing described in Section 5.3.1 was completed. The way the dmisTestFileReductor works is described in Section 9 of this manual. The dmisTestFileReductor enabled additional extensive testing of the dmisConformanceRecorder and the parser test files as follows.

First a command of the following sort was executed from the utilities/linux/full directory

```
../bin/dmisTestFileReductor runOkFull outgoing PM3
```

That command runs all the files in the parserT estFile/okIn directory through the dmisTestFileReductor and, if the first line of a test file indicates that level 3 of the prismatic AP is high enough to warrant producing a reduced test file, writes a reduced test file of the same name in the utilities/linux/full/outgoing directory.

Then the checkRed script file is run from the utilities/linux/full directory. The checkRed script is the same as the checkLevels script described above with two changes:

- The checkRed script reads files from the outgoing directory only.
- The checkRed script checks whether a file exists before processing it.

In other words, if a file exists in the outgoing directory, a copy of it is made, the copy is run though the dmisConformanceRecorder, and it is checked that the file output from the dmisConformanceRecorder is identical to the input file. Thus, the conformance requirements of each file are derived in two completely independent ways, (1) by using the manually generated markings in the test files plus the dmisTestFileReductor and, (2) by running the dmisConformanceRecorder, and it is checked that the two methods get the same results.

Additional testing has included replacing the PM3 on the command line above with the following single AP levels or combinations of AP and addenda. The parentheses below were not used in the argument list; they are just to make the alternative sets arguments easy to read.

(PM2), (PM1), (TW3), (TW2), (TW1),

(PM3 RY3 MC3 CT3 IP3 QI3 MU3 SF3), (PM2 RY2 MC2 CT2 IP2 QI2 MU2 SF2),
(PM1 RY1 MC1 CT1 IP1 QI1 MU1 SF1),
(TW3 RY3 MC3 CT3 IP3 QI3 MU3 SF3), (TW2 RY2 MC2 CT2 IP2 QI2 MU2 SF2),
(TW1 RY1 MC1 CT1 IP1 QI1 MU1 SF1).

Between tests, all files in the outgoing directory were deleted.

Tests of this sort should be repeated if the test suite is modified.
5.4 Testing the C++ Classes and the Parser

As described in Section 3.2.1 of the Users Manual, the testFullParser (or testFullParser.bat) executable script processes 322 DMIS input files. Each DMIS file is parsed into a parse tree. TestFullParser checks that the messages produced by the parser are identical to the expected messages. If there are no errors in parsing the file, it is printed out again from the parse tree using the printSelf functions in dmis.cc. Then another version of the input file is made by reformatDmis (a utility built using lex), which also reads and reprints the DMIS file, but without using the parser or the C++ classes. ReformatDmis formats the files it prints the same way as the printSelf functions. The two reprinted versions are compared to check that they are identical.

Running testFullParser successfully demonstrates that:
- The dmisLex.cc, dmisYACC.cc, and dmis.cc files work correctly, and hence the generator, bison, and flex work correctly.
- The C++ classes for DMIS can represent all of DMIS (since the test files cover all of DMIS).

In addition, running testFullParser every time the software is rebuilt serves as a regression test.

6 Building Utility Components and Utilities

This section describes how the utilities and the source code for them are built in Linux. Building them for SunOS is identical except for the directory names. It is not necessary to regenerate source code for Sun since Linux and Sun use the same source code. Building source code for Windows could be done similarly, but has not been. In practice, for Windows, the source code is built by automatically editing the Linux source code lightly by changing slash (ASCII 47) to backslash (ASCII 92), .hh to .h, and .cc to .cpp for several files.

Most of the steps of building the source code are automated using the Makefile in utilityComponents/linuxSun. Executables and object files for Linux are stored in utilityComponents/linuxSun/binLinux and utilityComponents/linuxSun/objectsLinux, respectively. Executables and object files for Sun are stored in utilityComponents/linuxSun/binSun and utilityComponents/linuxSun/objectsSun.

6.1 Generating the Source Code

By source code we mean Lex (.lex) and YACC (.y) files as well as all C++ files (.cc and .hh). The procedure for generating source code is shown in Figure 5.
Figure 5. Automatic Generation of Source Code

1. dmisConformanceChecker.cc #includes dmisConformanceCheckerStart.cc, a hand-written file.
2. dmis.hh is #included in dmis.cc, dmisYACC.cc, dmisLex.cc, dmisConformanceChecker.cc (indirectly), dmisConformanceTester.cc (indirectly), and dmisParser.cc.
3. dmisYACC.hh is #included in dmisLex.cc.
4. allSubAtts.cc is #included in makeLevels.cc.
5. assignMasterSubAtts.cc is #included in dmisConformanceChecker.cc, dmisConformanceTester.cc, and makeLevels.cc.
6. dmisConformanceTester.cc #includes dmisConformanceCheckerStart.cc, a hand-written file.
7. The 27 copies of allSubAtts.cc (each with a different name) are read by generateMore and #included in makeLevels.cc, dmisConformanceChecker.cc (indirectly), and dmisConformanceTester.cc (indirectly).
8. assignModuleSubAtts.cc is #included in makeLevels.cc and dmisConformanceChecker.cc.
9. levelsSet.cc is #included in dmisConformanceTester.cc.
6.1.1 make linuxSource

The action begins by giving a command in the utilityComponents/linuxSun directory. This does the following:

- calls `dos2unix...` to copy `dmis.debnf` from the `ebnf` directory into `utilityComponents/linuxSun` and ensure it has unix style line endings (not shown on Figure 5).
- calls `binLinux/debnf2pars`. This generates the eight files shown coming directly from `dmis.debnf` in Figure 5. Details of how `debnf2pars` works are given in Section 13.
- moves seven of the eight files (excluding `allSubAtts.cc`) into the `utilityComponents/linuxSun/source` directory
- calls `flex...`, which processes `dmis.lex` and generates `dmisLex.cc` (in the `utilityComponents/linuxSun` directory). This is shown at the upper left of Figure 5.
- calls `bison...`, which processes `dmis.y` and generates `dmisYACC.cc` and `dmisYACC.hh` (in the `utilityComponents/linuxSun` directory). This is shown at the upper left of Figure 5.
- calls `binLinux/insertNamespace`, which makes copies of `dmisLex.cc`, `dmisYACC.cc` and `dmisYACC.hh`, inserting namespace NDTS declarations while it copies, and puts the copies in the `utilityComponents/linuxSun/source` directory. This is shown at the middle left of Figure 5.
- deletes the copies of `dmisLex.cc`, `dmisYACC.cc`, `dmisYACC hh`, and `dmis.debnf` that are in `utilityComponents/linuxSun`.

Namespace declarations (NDTS for `dmis.hh` and `dmis.cc`, NDTU for the four utilities and their helper files) are inserted directly in the .cc and .hh files generated by `debnf2pars`. See Section 3 of the System Builders Manual for a discussion of these two namespaces.

The `dmis.hh` file is #included directly or indirectly, in all the .cc files shown on Figure 5, plus `dmisParser.cc`

The `dmisYACC.cc`, `dmisYACC.hh`, `dmisLex.cc`, and `dmis.cc` files contain everything needed for parsing DMIS input files, building a parse tree, printing DMIS input files from a parse tree, and accessing everything in the parse tree.

The `dmisConformanceChecker.cc` file contains much of the source code for the `dmisConformanceChecker` utility. The `dmisConformanceTester.cc` file contains much of the source code for the `dmisConformanceTester` and the `dmisConformanceRecorder` utilities.

The `allSubAtts.cc` and `assignMasterSubAtts.cc` files contain C++ data describing the subclasses and attributes of the C++ classes representing DMIS. These two files as well as `assignModuleSubAtts.cc` and `levelsSet.cc` contain only array declarations and array assignments.

6.1.2 Editing allSubAtts.cc

The `allSubAtts.cc` file contains declarations of arrays that give either the subclasses of a class or the attributes of a class (none of the C++ classes for DMIS have both subclasses and attributes). Examples of both kinds of array declaration from that file are shown in Figure 6.
The first time the allSubAtts.cc file was generated, it was copied into the linuxSun/source directory. Then a copy was made in the linuxSun/source directory for each of the two application protocols (APs) and seven addenda of the Excel spreadsheet giving the DMIS conformance classes (a total of 9 copies). The names of the copies are all of the form <initials>3Lists.cc, where the initials stand for the AP or addendum and the 3 stands for level 3. For example p3Lists.cc is for level 3 of the prismatic AP.

The p3Lists.cc file was edited by adding one line (const char ** p3Lists[1600] = {0};) and inserting p3 as the first two characters in the name of every array. For example the array names in Figure 6 were changed to p3aboveBelowSubs and p3algdefStmAtts. That much was easily done in emacs using search and replace. The other 8 files were edited in a similar manner.

Then the p3Lists.cc file was edited by commenting out sections of the file. To keep the file very regular (so that it is amenable to automatic editing and is easily compared with other files), only comment character lines of the form /* xx3 or */ were inserted. The xx3 just shown is either p3 (indicating that the material being commented out is not in the prismatic AP at level 3 or in any addendum at any level) or the initials and level of the addendum (rt3, for example) that includes the commented out material – which is therefore not in prismatic level 3. Doing this editing required constant study of the Excel spreadsheet defining the conformance modules.

The p2Lists.cc file was created by making a copy of the p3Lists.cc file and then changing p3 to p2 in the array names and adding the comment character lines /* p2 or */ to comment out subclasses and attributes that are in prismatic level 3 but not in prismatic level 2. The p1Lists.cc file was created by making a copy of the p2Lists.cc file and then doing analogous editing.

The tw3Lists.cc, tw2Lists.cc, and tw1Lists.cc files were created for the thin-walled AP by similar procedures. This completed preparing the 6 files needed for the APs.

```c
const char * aboveBelowSubs[] =
{
    "aboveBelowSubs",
    "aboveBelow_ABOVE",
    "aboveBelow_BELOW",
    0
};

const char * algdefStmAtts[] =
{
    "algdefStmAtts",
    "a_vaLabel",
    "a_algdefMinor",
    0
};

Figure 6. Sample AllSubAtts.cc Declarations
```
The first addendum file, rt3Lists.cc, was edited by adding one line (const char ** rt3Lists[1600] = {0};) and inserting rt3 as the first three characters in the name of every array. Then the comment character lines /* rt3 or */ were inserted on separate lines to comment out everything except what is explicitly permitted in level 3 of the rotary table addendum. The rt2Lists.cc file was created by copying rt3Lists.cc, changing rt3 to rt2 at the beginning of array names, and inserting /* rt2 and */ to comment out material included at level 3 of the rotary table addendum but not at level 2. The rt1Lists.cc file was created similarly from rt2Lists.cc. The other 18 files for the addenda were prepared analogously.

Editing the 27 copies of allSubAtts.cc took about 3 weeks. The file has 9123 lines. Editing adds lines, so the total number of lines in the copies approaches 270,000.

Since these files are precious and need to be modified if dmis.debnf changes, copies of them should be saved in a separate directory not part of the normal distribution of the NDTS. The utilityComponents/linuxSun/saveLists directory has been used for that purpose.

If the dmis.debnf file is edited for any reason, it is necessary to execute make linuxSource again. This will produce new source code files as described in Section 6.1.1. In particular, the linuxSun/allSubAtts.cc file will be new. There are 27 edited copies of that file, and all of them need to be changed when allSubAtts.cc changes. To deal with this, a copy of allSubAtts.cc is kept in linuxSun/source, the differences between the new and old copies are found using diff, and the changeLists.cc file is manually edited so that it will make those changes. The file includes insertLines and deleteLines functions. The calls to those functions are what is modified when the file is edited. When changeLists is compiled and executed, what it does is read the 27 xxLists.cc files in the linuxSun/saveLists directory, make the same changes in every file, and put the new copies in the linuxSun/source directory. After that, it is necessary to check whether the comment characters in each file are still appropriately placed and change them manually if not.

6.1.3 More automatic generation

The final step of automatic source code generation is to give the command

make moreLinuxSource

from the utilityComponents/linuxSun directory.

The first thing that make command does is to execute binLinux/generateMore. GenerateMore reads the 27 xxLists.cc files and writes the assignModuleSubAtts.cc file.

Next the make command compiles the (hand-written) file linuxSun/source/makeLevels.cc and puts the executable into binLinux. MakeLevels.cc is only 541 lines long, but it #includes the hundreds of thousands of lines of code in the 27 xxLists.cc files, allSubAtts.cc, assignModuleSubAtts.cc, and assignMasterSubAtts.cc. The executable cannot be compiled until assignModuleSubAtts.cc has been generated.

Finally, the make command executes binLinux/makeLevels, which generates the levelsSet.cc file.

6.2 Building the Library

The library file (dmis.a for Linux and Sun, dmis.lib for Windows) is linked in to all the utilities. The library file combines dmisYACC.cc, dmisLex.cc, dmis.cc, and dmis.hh. Hence, the library
includes:
- the `parseDmis` function that runs the parser and builds a parse tree,
- the `printTree` function that prints a DMIS input file from a parse tree,
- the constructors and destructors for the C++ classes for DMIS, and
- all the access functions for putting information into the C++ classes or getting it out.

6.2.1 Linux
The `libLinux/dmis.a` archive file is built by executing
```
make libLinux/dmis.a
```
from the `utilityComponents/linuxSun` directory. The `make` command calls the compiler to generate the object files `dmisYACC.o`, `dmisLex.o`, and `dmis.o` and saves them in the `utilityComponents/linuxSun/ofilesLinux` directory. Then it uses `ar` to archive them in `dmis.a`.

6.2.2 Sun
The `libSun/dmis.a` archive file is built by executing
```
make libSun/dmis.a
```
from the `utilityComponents/linuxSun` directory. The `make` command calls the compiler to generate the object files `dmisYACC.o`, `dmisLex.o`, and `dmis.o` and saves them in the `utilityComponents/linuxSun/ofilesSun` directory. Then it uses `ar` to archive them in `dmis.a`.

6.2.3 Windows
The `utilityComponents\windows\dmisClasses\Release\dmis.lib` file was built using the Microsoft Visual C++ 2008 Express Edition. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A). The “project name” for the library is `dmisClasses`. A difference from the instructions in Appendix A is that the “Application type” “Static library” should be selected rather than “Console Application”.

6.3 Building the dmisParser
The `dmisParser` is built from three pieces: `dmis.a` (or `dmis.lib`), `dmisParser.cc`, and `dmisParserDriver.cc`. Almost all the work done by the executable is done by the `parseDmis` function from `dmis.a`. The `dmisParserDriver.cc` file is only 8 lines long, and all it does is call the `runParser` function from `dmisParser.cc`, which is a hand-written 166-line file. All that function does is run `parseDmis` once if the given file is a DMIS input file, or many times if the given file is a list of the names of DMIS input files.

6.3.1 Linux
The `utilities/linux/bin/dmisParser` executable file is built by getting into the `utilityComponents/linuxSun` directory and executing
```
make ..\..\..\utilities\linux\bin/dmisParser
```
The `make` command calls the compiler to generate `utilityComponents/linuxSun/ofilesLinux/dmisParser.o` and `utilityComponents/linuxSun/ofilesLinux/dmisParserDriver.o`. Then it links those files with `dmis.a` and puts the executable file in `utilities/linux/bin/dmisParser`.

6.3.2 Sun
The `utilities/sun/bin/dmisParser` executable file is built by getting into the `utilityComponents/linuxSun` directory and executing
make ../../utilities/sun/bin/dmisParser

The `make` command calls the compiler to generate `utilityComponents/linuxSun/ofilesSun/dmisParser.o` and `utilityComponents/linuxSun/ofilesSun/dmisParserDriver.o`. Then it links those files with `dmis.a` and puts the executable file in `utilities/sun/bin/dmisParser`.

6.3.3 Windows

The `utilities\windows\bin\dmisParser.exe` executable file was built in the `utilityComponents\windows\dmisParser\Release` directory using the Microsoft Visual C++ 2008 Express Edition and then copied to that file. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A).

6.4 Building the dmisConformanceChecker

The `dmisConformanceChecker` is built from `dmis.a`, the 27 `xxLists.cc` files, and six other files in `utilityComponents/linuxSun/source`:
- `dmisConformanceCheckerDriver.cc`
- `dmisConformanceChecker.cc`
- `dmisConformanceCheckerStart.cc`
- `dmis.hh`
- `assignModuleSubAtts.cc`
- `assignMasterSubAtts.cc`

`dmisConformanceChecker.cc` includes `dmisConformanceCheckerStart.cc`, `assignMasterSubAtts.cc`, and `assignModuleSubAtts.cc`

`dmisConformanceCheckerStart.cc` includes the 27 `xxLists.cc` files and `dmis.hh`.

6.4.1 Linux

The `utilities/linux/bin/dmisConformanceChecker` executable file is built by getting into the `utilityComponents/linuxSun` directory and executing

```
make ../../utilities/linux/bin/dmisConformanceChecker
```

The `make` command calls the compiler to generate `utilityComponents/linuxSun/ofilesLinux/dmisConformanceChecker.o` and `utilityComponents/linuxSun/ofilesLinux/dmisConformanceCheckerDriver.o`. Then it links those files with `dmis.a` and puts the executable file in `utilities/linux/bin/dmisConformanceChecker`.

6.4.2 Sun

The `utilities/sun/bin/dmisConformanceChecker` executable file is built by getting into the `utilityComponents/linuxSun` directory and executing

```
make ../../utilities/sun/bin/dmisConformanceChecker
```

The `make` command calls the compiler to generate `utilityComponents/linuxSun/ofilesSun/dmisConformanceChecker.o` and `utilityComponents/linuxSun/ofilesSun/dmisConformanceCheckerDriver.o`. Then it links those files with `dmis.a` and puts the executable file in `utilities/sun/bin/dmisConformanceChecker`.

6.4.3 Windows

The `utilities\windows\bin\dmisConformanceChecker.exe` executable file was built in the `utilityComponents\windows\dmisConformanceChecker\Release` directory using the
Microsoft Visual C++ 2008 Express Edition and then copied to that file. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A).

6.5 Building the dmisConformanceRecorder

The dmisConformanceRecorder is built from dmis.a, the 27 xxLists.cc files, and six other files in utilityComponents/linuxSun/source:

• dmisConformanceRecorderDriver.cc
• dmisConformanceTester.cc
• dmisConformanceTesterStart.cc
• dmis.hh
• assignModuleSubAtts.cc
• assignMasterSubAtts.cc

6.5.1 Linux

The utilities/linux/bin/dmisConformanceRecorder executable file is built by getting into the utilityComponents/linuxSun directory and executing

```
make ../../utilities/linux/bin/dmisConformanceRecorder
```

The make command calls the compiler to generate utilityComponents/linuxSun/ofilesLinux/dmisConformanceTester.o and utilityComponents/linuxSun/ofilesLinux/dmisConformanceRecorderDriver.o. Then it links those files with dmis.a and puts the executable file in utilities/linux/bin/dmisConformanceRecorder.

6.5.2 Sun

The utilities/sun/bin/dmisConformanceRecorder executable file is built by getting into the utilityComponents/linuxSun directory and executing

```
make ../../utilities/sun/bin/dmisConformanceRecorder
```

The make command calls the compiler to generate utilityComponents/linuxSun/ofilesSun/dmisConformanceTester.o and utilityComponents/linuxSun/ofilesSun/dmisConformanceRecorderDriver.o. Then it links those files with dmis.a and puts the executable file in utilities/sun/bin/dmisConformanceRecorder.

6.5.3 Windows

The utilities\windows\bin\dmisConformanceRecorder.exe executable file was built in the utilityComponents/windows\dmisConformanceRecorder\Release directory using the Microsoft Visual C++ 2008 Express Edition and then copied to that file. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A).

6.6 Building the dmisConformanceTester

The dmisConformanceTester is built from dmis.a, the 27 xxLists.cc files, and six other files in utilityComponents/linuxSun/source:

• dmisConformanceTesterDriver.cc
• dmisConformanceTester.cc
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• dmisConformanceTesterStart.cc
• dmis.hh
• assignModuleSubAtts.cc
• assignMasterSubAtts.cc
dmisConformanceTester.cc #includes dmisConformanceTesterStart.cc, assignMasterSubAtts.cc, and assignModuleSubAtts.cc.
dmisConformanceTesterStart.cc #includes the 27 xxLists.cc files and dmis.hh.

6.6.1 Linux
The utilities/linux/bin/dmisConformanceTester executable file is built by getting into the utilityComponents/linuxSun directory and executing

```
make ../../utilities/linux/bin/dmisConformanceTester
```

The `make` command calls the compiler to generate utilityComponents/linuxSun/objectsLinux/dmisConformanceTester.o and utilityComponents/linuxSun/objectsLinux/dmisConformanceTesterDriver.o. Then it links those files with dmis.a and puts the executable file in utilities/linux/bin/dmisConformanceTester.

6.6.2 Sun
The utilities/sun/bin/dmisConformanceTester executable file is built by getting into the utilityComponents/linuxSun directory and executing

```
make ../../utilities/sun/bin/dmisConformanceTester
```

The `make` command calls the compiler to generate utilityComponents/linuxSun/objectsSun/dmisConformanceTester.o and utilityComponents/linuxSun/objectsSun/dmisConformanceTesterDriver.o. Then it links those files with dmis.a and puts the executable file in utilities/sun/bin/dmisConformanceTester.

6.6.3 Windows
The utilities\windows\bin\dmisConformanceTester.exe executable file was built in the utilityComponents\windows\dmisConformanceTester\Release directory using the Microsoft Visual C++ 2008 Express Edition and then copied to that file. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A).

6.7 Editing the C++ Code in the UtilityComponents Directory
The 27 xxLists.cc files can be edited by inserting or removing comment characters (carefully, so that the syntax is still correct C++). This would redefine the conformance modules. As long as generateMore is rerun after the editing is done (as described in Section 6.1) and everything is recompiled, the utilities should behave as intended.

Parts of the following manually written C++ files in the utilityComponents directory can be edited with some confidence that the results will be as intended. Wherever that code works with automatically generated code, it will be important to understand what is going on before making changes.

• changeLists.cc
• dmisConformanceCheckerDriver.cc
• dmisConformanceCheckerStart.cc
• dmisConformanceRecorderDriver.cc
Because there are a lot of dependencies in the code, editing any other code in the utilityComponents directory is likely to produce undesirable results. In particular, the C++ code generated by flex and bison that does lexical analysis and parsing (dmisLex.cc, dmisYACC.cc, and dmisYACC.hh) has a lot of giant switch statements and arrays of numbers and names. Hand-editing that part of the code is effectively impossible and should not be attempted.

7 How the dmisConformanceChecker Works

7.1 Overview

The dmisConformanceChecker takes as arguments the name of a file plus the names of zero to eight conformance modules. The number of arguments (argc) and the array of arguments (argv) are passed on to the checkDmis function.

In checkDmis, if any names of conformance modules are given as arguments, the masterSubAtts array of arrays for evaluating conformance is set up by calling prepareLists as described in Section 7.2, and the names of DMIS statements allowed by the conformance modules are found by calling findStatements.

If the file name provided as an argument (call the file argFile) ends in .dmi, checkDmis calls the checkOneFile function to process the file. If the name of argFile does not end in .dmi, argFile should be a list of the names of DMIS input files. In this case, checkDmis calls checkManyFiles, and checkManyFiles calls the checkOneFile function to process each of the files in the list. In both cases, the number of conformance modules is passed to checkOneFile as an argument.

The checkOneFile function:

• calls parseDmis to parse the file, which always builds a list of the DMIS statements found in the file and builds a parse tree if there are no errors.
• reports the number of errors and warnings found by the parser. If there are no errors or warnings, the file conforms to full DMIS. If there are warnings but no errors, the file probably does not conform to full DMIS, but it might.
• calls analyzeItems to go through the list of DMIS statements and, for each DMIS statement, add one to the DMIS statement counter for that kind of statement. There is a counter for each kind of DMIS statement.
• if the number of conformance modules is non-zero, calls check_inputFile to make a conformance check as described in Section 7.3.
• reports the number of conformance errors.

Back in the checkDmis function, If argFile is a list of names of DMIS input files, after all the files have been parsed, a report on the uses of statements is made as described in Section 7.3. If argFile is a .dmi file, no report on statement uses is made.
7.2 Arrays for Conformance Checking

The central actors in the methods used to check the DMIS input file against the named modules are sets of corresponding arrays of strings. All elements of a set of arrays are for checking the same C++ class and have the same first string (which is the name of the class followed by either \textit{Subs} or \textit{Atts}). The first string is used to find the arrays belonging to the set. The remaining elements in each array give the names of either (1) allowed subclasses of the class or (2) allowed attributes of the class. Each of the 27 files described in Section 6.1.2 representing the conformance modules defines zero or one member of each set of corresponding arrays. For example, one set of arrays is those whose first element is \textit{"aclratMinorSubs"}. The \texttt{p2Lists.cc} file defines one member of that set, an array named \texttt{p2aclratMinorSubs}, which is \texttt{\{"aclratMinorSubs", "aclratMeas", "aclratPos", "aclratHedRot", "aclratHedMeas", 0\}}. The \texttt{rt3Lists.cc} file defines another member of the set, the array \texttt{rt3aclratMinorSubs}, which is \texttt{\{"aclratMinorSubs", "aclratRot", 0\}}. The \texttt{rt2Lists.cc} file does not define a member of the set. The arrays are terminated with zeros so that it is not necessary to keep track of the length of the arrays.

To prepare to test a DMIS file against a set of conformance modules, the members of each set of matching arrays from the \texttt{xxLists.cc} files representing those modules are combined in an array whose name is the first string from the corresponding modules.

For example, if the PM2 (an alias for p2) and RY3 (an alias for rt3) conformance modules are selected, an array named \textit{aclratMinorSubs} is created, which is \texttt{\{"aclratMinorSubs", "aclratMeas", "aclratPos", "aclratHedRot", "aclratHedMeas", "aclratRot", 0\}}. This array is declared in \texttt{dmisConformanceChecker.cc} as an empty array big enough to contain all possible names of subclasses of the \textit{aclratMinor} class, plus the name of the array at the front and a 0 at the end. When \texttt{prepareLists} runs with PM2 and RY3 as arguments, it populates the empty \textit{aclratMinorSubs} array by inserting in it all the strings in \texttt{p2aclratMinorSubs} and \texttt{rt3aclratMinorSubs}. The same sort of procedure is used for all other matching sets of arrays.

Matching the members of each set of corresponding arrays is facilitated by putting them into large arrays in alphabetical order. That is what the \texttt{assignMasterSubAtts} function (defined in \texttt{assignMasterSubAtts.cc}) and the \texttt{assignModuleSubAtts} function (defined in \texttt{assignModuleSubAtts.cc}) do. The \texttt{prepareLists} function calls those two functions. Calling \texttt{assignMasterSubAtts} in the \texttt{dmisConformanceChecker} sets up the array \texttt{(masterSubAtts)} containing all the almost empty arrays (since they are defined with only a name and terminating zero in \texttt{dmisConformanceChecker.cc}). Calling \texttt{assignModuleSubAtts} sets up 27 fully populated arrays of arrays \texttt{(p1Lists, p2Lists, \ldots, unc3Lists)} representing the conformance modules. Then \texttt{prepareLists} selects the 1 to 8 arrays of arrays to be combined (from the 27) and calls \texttt{combineLists} to combine them as described above.

The procedures described above are summarized conceptually in Table 1, which diagrams the situation when two conformance modules (p2 and rt3, for example) are combined. The first two columns represent the \texttt{p2Lists} and \texttt{rt3Lists} arrays. The third column represents the \texttt{masterSubAtts} array after \texttt{prepareLists} is finished executing. In each row, the first string in each array is the same, and the array in the third column contains all the entries from the arrays in...
the first two columns. The strings in the arrays are not the actual strings that would be used.

Table 1. Combining Conformance Modules

<table>
<thead>
<tr>
<th>p2Lists</th>
<th>rt3Lists</th>
<th>masterSubAtts</th>
</tr>
</thead>
<tbody>
<tr>
<td>p2a = {“a”, “a1”, “a2”, 0}</td>
<td></td>
<td>a = {“a”, “a1”, “a2”, 0}</td>
</tr>
<tr>
<td></td>
<td></td>
<td>b = {“b”, 0}</td>
</tr>
<tr>
<td>p2c = {“c”, “c1”, “c3”, 0}</td>
<td>rt3c = {“c”, “c2”, 0}</td>
<td>c = {“c”, “c1”, “c3”, “c2”, 0}</td>
</tr>
<tr>
<td></td>
<td>rt3d = {“d”, “d1”, 0}</td>
<td>d = {“d”, “d1”, 0}</td>
</tr>
<tr>
<td>p2e = {“e”, “e1”, “e2”, 0}</td>
<td>rt3e = {“e”, “e1”, 0}</td>
<td>e = {“e”, “e1”, “e2”, 0}</td>
</tr>
<tr>
<td></td>
<td></td>
<td>f = {“f”, 0}</td>
</tr>
</tbody>
</table>

It is an oddity of the software that the sets of corresponding arrays of strings (the rows of the table), which are important, are never built or named, while the alphabetically ordered arrays of arrays (the columns of the table) are built, named, and processed, even though they exist only to make it easy to match corresponding arrays.

After the masterSubAtts array is built, it is used in the findStatements function to build the theStatements array which contains the names of all C++ classes that represent DMIS statements and are included in the conformance class described by masterSubAtts. See the documentation of the findStatements function in dmisConformanceCheckerStart.cc for details. The theStatements array is used in the reportSummary function.

7.3 Checking Conformance

The check_inputFile function is called to start the conformance checking. That function is the root of a tree of check_xxx functions which traverse the parse tree and check whether the subclasses and attributes present in the parse tree are allowed in the conformance class. The dmisConformanceChecker.cc file contains 1632 automatically generated check_xxx functions – one for every C++ class in dmis.hh that has subclasses or attributes. There are two types of check_xxx functions, one for classes with attributes and one for classes with subclasses. Classes which have neither attributes nor subclasses do not need a checking function.

As an example of how the check_xxx functions work, the check_aclratMinor function is shown in Figure 7. The function will be called if an instance of the aclratMinor class (a_aclratMinor) has been found in the parse tree. An instance of aclratMinor must be an instance of one of 7 subclasses (aclratMeas, aclratPos, aclratRot, aclratScan, aclratHedRot, aclratHedMeas, aclratHedScan). The function checks for each of the seven subclasses until the correct one is found. When the correct subclass is found, the function checks whether the name of that subclass is included in the aclratMinorSubs array. If not, warnSub is called, which adds one to numErrors, prints a warning message, and prints a_aclratMinor. If that subclass is allowed and the subclass has either attributes or subclasses, the checking function for that subclass is called.

The check_xxx functions for classes with attributes work the same way, except they use a get_attribute function to test each attribute and use warnAtt, rather than warnSub if there is an error. Also, if
the value of an attribute is a list, a for loop is used to call the checking functions for all elements of the list. As an example, the check_boundFeat function is shown in Figure 8.

There are two slightly odd things about the check_xxx functions for classes with attributes. First, checking for a non-zero return value from get_ functions works both for pointers and for booleans; that feels strange but is convenient. It is also the reason why almost all attributes are either pointers or booleans. Second, the names of all attributes for which the get_ function returns a non-zero value are checked against the array of strings for the class regardless of whether or not an attribute is optional. For required attributes, this is a waste of time since the name must be present in the array of strings and the get_ function must return non-zero (otherwise, the parser would have signalled an error). The extra checks have not been eliminated for two reasons. First, they serve as a check on the correctness of the dmisConformanceChecker; if a required attribute is signalled as not being allowed in a conformance class, there is a bug somewhere. Second, eliminating the redundancy would require making debnt2pars more complex.

7.4 Reporting the Results

If argFile is a list of .dmi files and at least one conformance module is used as an argument, then the reportSummary function is called by checkDmis to report the results. The report written by reportSummary has separate sections for (1) the number of times each DMIS statement in the conformance class that was used at least once was used, (2) the names of DMIS statements in the conformance class that were not used, and (3) the names of DMIS statements not in the conformance class that were used. It is necessary to know which statements are in the conformance class in order to produce the report. ReportSummary uses the theStatements array to determine that.

If argFile is a list of .dmi files but no conformance module is used as an argument, implying that checking should be done against full DMIS, then the reportSummaryFull function is called by checkDmis to report the results. There are no DMIS statements not in full DMIS, so reportSummaryFull reports only (1) the number of times each DMIS statement that was used at least once was used, (2) the names of DMIS statements that were not used.

Both ReportSummary and reportSummaryFull are generated automatically. They are found at the end of the dmisConformanceChecker.cc file.
void check_aclratMinor(
    aclratMinor * a_aclratMinor)
{
    if (isA(a_aclratMinor, aclratMeas))
    {
        if (!findString("aclratMeas", aclratMinorSubs))
        {
            warnSub("aclratMeas", "aclratMinor", a_aclratMinor);
        }
        else
        {
            check_aclratMeas(dynamic_cast<aclratMeas *>(a_aclratMinor));
            return;
        }
    }
    if (isA(a_aclratMinor, aclratPos))
    {
        if (!findString("aclratPos", aclratMinorSubs))
        {
            warnSub("aclratPos", "aclratMinor", a_aclratMinor);
        }
        else
        {
            check_aclratPos(dynamic_cast<aclratPos *>(a_aclratMinor));
            return;
        }
    }
    if (isA(a_aclratMinor, aclratRot))
    {
        ...
    }
    if (isA(a_aclratMinor, aclratScan))
    {
        ...
    }
    if (isA(a_aclratMinor, aclratHedRot))
    {
        ...
    }
    if (isA(a_aclratMinor, aclratHedMeas))
    {
        ...
    }
    if (isA(a_aclratMinor, aclratHedScan))
    {
        ...
    }
}

Figure 7. check_aclratMinor Function
8 How the dmisConformanceTester and dmisConformanceRecorder Work

Descriptions of what the dmisConformanceRecorder and the dmisConformanceTester do and how to use them are given in Sections 5 and 6 of the Users Manual. Read that first.

The code for both the dmisConformanceTester and the dmisConformanceRecorder is almost all in the dmisConformanceTesterStart.cc and dmisConformanceTester.cc files in the utilityComponents/linuxSun/source directory. There are separate drivers for the two utilities, dmisConformanceTesterDriver.cc and dmisConformanceRecorderDriver.cc, in the same directory. The driver files are only 8 lines long. The dmisConformanceTesterDriver.cc file calls the testDmis function defined in dmisConformanceTesterStart.cc, while the dmisConformanceRecorderDriver.cc file calls the recordConformance function defined in the same file. Both start by calling parseDmis, and both stop without doing anything more if there are parse errors.

The heart of both the dmisConformanceTester and the dmisConformanceRecorder is the check_inputFile function. That function makes extensive use of the levels structs defined in the levelsSet.cc file.
8.1 LevelsSet.cc

The levelsSet.cc file contains 4231 **levels structs**, one for each subclass or attribute named in each array of masterSubAtts.cc as fully populated by allSubAtts.cc. Each of the 9 entries of a **levels struct** is an integer representing the level required in a conformance module in order for the named subclass or attribute to be in conformance. The first two entries are for the prismatic (p or PM) and thin-walled (tw or TW) APs, and they are alternatives. The rest of the entries in a **levels struct** are for the seven addenda in the following order:

- rotary table (rt and RT)
- multi carriage (mc and MC)
- contact scanning (cs and CT)
- in-process verification (ipv and IP)
- quality information systems (qis and QI)
- measurement uncertainty (unc and MU)
- soft gaging (sga and SF).

For example, the first line of levelsSet.cc is

```c
levels aboveBelowSubs_aboveBelow_ABOVE = {3,3,0,0,0,0,0,0,0};
```

That means that level 3 of the prismatic AP or level 3 of the thin-walled AP is needed in order for a conforming DMIS input file to have an instance of the **aboveBelow_ABOVE** subclass named in the **aboveBelowSubs** array. The zeros on the line above mean that the subclass is not in any of the addenda.

If there are non-zero entries for both an AP and an addendum, that means that both are required (which happens in many cases). There is one exception to that rule: **intFuncPtdataAtts_a_faLabel** is allowed at level 2 of CT and at level 3 of PM and TW. In this case, CT,2 is an alternative to PM,3 or TW,3. Which to use is handled by hard-coding a decision-making method. See the documentation of the **levels struct** and the **resetCurrentLevels** function in the dmisConformanceTestStart.cc file for details.

There are a few cases in which the qis and ipv addenda are both non-zero. In these cases, qis and ipv are alternatives, not both required. In these cases, negative numbers are used in levelsSet.cc. The methods of making decisions about what to require are described in Section 6 of the Users Manual. The **setLevsArray** function makes the decisions. See the documentation of that function in the dmisConformanceTesterStart.cc file for details.

If the checking of subclasses and attributes were done strictly according to the Excel spreadsheet for conformance classes, it would often be redundant. For example, **macroBlock**, **macroStm**, and **endmacStm** are all allowed at level 2 of both APs, but none is allowed at level 1 of either AP. Hence, going strictly according to the spreadsheet, there would be a 2 in p and tw for both **dmisBlockSubs_macroBlock** and **macroBlockAtts_a_macroStm**. If a MACRO statement is found in an error-free DMIS file, a macroBlock must also occur, so both the block and the statement would require level 2.

Two types of problem arose that have been fixed by not making all the entries in levelsSet.cc be strictly according to the Excel spreadsheet. The redundancies described above enabled this to be done without compromising the functionality of either the dmisConformanceTester or the dmisConformanceRecorder. The levelsSet.cc file is generated automatically by the makeLevels system utility (documented only in the makeLevels.cc source code). To readjust
the entries in `levelsSet.cc`, changes were made in the `p1Lists.cc` and `tw1Lists.cc` files which are
#includeed in `levelsSet.cc`.

The first type of problem arose because, in the `dmisConformanceTester`, if a conformance error
is found, `printSelf` is called for the offending item. This meant, for example, that if a `macroBlock`
were found at level 1, the entire block would be printed and appear to be non-conforming, even
though only the `macroStm` line and the `endmacStm` line are actually the offenders. That would
be confusing to the user. To avoid this, `macroBlock` and every other type of block are allowed at
level 1 of both the prismatic AP and the thin-walled AP. Since at least level 1 of either of those
APs is required for every conforming DMIS program, no block is ever out of conformance. Since
the statements that start and end a block (`macroStm` and `endmacStm` in the case of a
`macroBlock`) still require the higher level, no out-of-conformance situations will slip through.

The second type of problem arose because in some cases, a class is required by both an AP and an
addendum, even though each subclass of the class is allowed in only one AP or addendum. If a
non-zero entry appears for both the AP and the addendum in the `levels struct` for such a class, it
will appear that both the AP and the addendum are required. For example, the `valueStm_realVar`
subclass of `valueStm` is the parent of 11 subclasses. One of these is `valueRt` (for the rotary table
addendum). This would normally lead to `valueStmSubs_valueStm_realVar` being set to
\{2,2,1,0,0,0,0,0,0\}, which would make it appear that level 1 of `rt` is always needed in order to use
`valueStm_realVar`. This has been avoided by using \{1,1,0,0,0,0,0,0,0\} instead. The testing is
not compromised because the subclasses of `valueStm_realVar` are all set at the correct levels.

8.2 Check_inputFile

The `check_inputFile` function is the root of a tree of `check_xxx` functions which traverse the
parse tree. The `dmisConformanceTester.cc` file contains 1632 automatically generated
`check_xxx` functions – one for every C++ class in `dmis.hh` that has subclasses or attributes.
There are two types of `check_xxx` functions, one for classes with attributes and one for classes
with subclasses. Classes which have neither attributes nor subclasses do not need a checking
function. That much is the same as for the `dmisConformanceChecker`. The `check_xxx`
functions all take a `log` argument, which is a flag indicating whether the function is working for the
`dmisConformanceTester` (`log` set to 1) or the `dmisConformanceRecorder` (`log` set to 0).
The `check_xxx` functions have two kinds of functionality.

First, each top-level block of code in each `check_xxx` function calls `adjustLevels` if an instance
of a subclass or attribute is found. `AdjustLevels` updates two global variables: `currentLevels` and
`levelForcers`. `CurrentLevels` is a `levels struct` that keeps track of the minimum level of each
conformance module that is required so that the portion of the parse tree that has been traversed is
in conformance. `LevelForcers` is an array of strings. Each entry in `levelForcers` is the name of
the class or class-and-attribute that first forced the corresponding entry of `currentLevels` to have
its current value. For example, suppose `currentLevels` is \{2,1,0,0,0,0,0,0,0\} and an instance of a
`featElongcylStm` is found. `AdjustLevels` will compare the entries in the `levels struct` for
dmisFreeStatementSubs_featElongcylStm, which is \{2,3,0,0,0,0,0,0,0\}, to the entries in
`currentLevels`. Since the 3 for `tw` in \{2,3,0,0,0,0,0,0,0\} is greater than the 1 for `tw` in
`currentLevels`, `currentLevels` will be changed to \{2,3,0,0,0,0,0,0,0\}, and `levelForcers[1]` will
be set to "featElongcylStm". See the documentation of `adjustLevels` in
dmisConformanceTesterStart.cc for more details.
Second, if the `check_xxx` function is working for the `dmisConformanceTester` (log set to 1), the user will have specified a conformance class to check against. In this case, the kind of conformance check performed by the `dmisConformanceChecker` and described in Section 7.3 will be done.

After the parse tree has been traversed, so that `currentLevels` and `levelForcers` have been set, the `testDmis` and `recordConformance` functions behave differently, as described in the next two sections.

### 8.3 dmisConformanceTester

In the `dmisConformanceTester`, it is the `checkOneFile` function (called by the `testDmis` function) that calls `parseDmis` and `check_inputFile`. After those functions have finished their work, `checkOneFile` calls `resetCurrentLevels` to deal with the `intFuncPtdataAtts_a_faLabel` problem described in Section 8.1. Then `checkOneFile` calls `setLevsArray`, which prints a conformance statement based on the values in `currentLevels` into a buffer, dealing with user preferences and the possibly negative entries for `ipv` and `qis` while it does so. `CheckOneFile` then prints the buffer and calls `showLevelForcers` to print the level forcer for each conformance module that is required.

### 8.4 dmisConformanceRecorder

In `recordConformance`, after the parse tree has been traversed as described in Section 8.2, `resetCurrentLevels` and `setLevsArray` are called as described in Section 8.3. Finally `recordConformance` calls `insertConformanceStatement`, which makes a backup copy of the DMIS input file, performs several checks, and inserts a conformance statement in the file.

### 9 How the dmisTestFileReductor Works

A description of what the `dmisTestFileReductor` does and how to use it is given in Section 7 of the Users Manual. Read that first.

The `dmisTestFileReductor` is less complex than the other utilities. It does not use the DMIS parser or the C++ classes for DMIS.

#### 9.1 Main function

The `main` function checks for the following user generated errors and exits if any occur.

- Duplicate APs or Addendums are used in the arguments.
- The third argument is not PM1, PM2, PM3, TW1, TW2, or TW3.
- The fourth and succeeding arguments are not the name of a level of an addendum.
- There are fewer than 4 arguments.
- The incoming file cannot be opened.

If the incoming file ends in `.dmi`, it is assumed to be a DMIS input file, and it is processed by `processDmisFile`. Otherwise, the incoming file is assumed to contain a list of the names of DMIS input files, and each file in the list is processed by `processDmisFile`.

#### 9.2 ProcessDmisFile function

The `processDmisFile` function examines the incoming file, decides whether there should be an
outgoing file, and prints the outgoing file if so. The fileRequirements variable used by processDmisFile is an initially empty character array that becomes filled with information about the minimum levels of AP and addenda needed to execute the file.

ProcessDmisFile checks the incoming file’s first line to see if it meets the requirements of the conformanceModules. If a file’s first line fails to meet the requirements of the conformanceModules, no outgoing file is written.

If an outgoing file is to be written:
- The fileRequirements is updated by calling compareReq.
- Then printInConformed is called to print the new file.

9.3 CompareReq function

The compareReq function reads through the file and keeps track of the maximum level required by the lines of the file for each of the 9 conformance modules plus the IPQI pseudo conformance module.

After reading the file, compareReq prints the requirements into the fileRequirements array.

For IP, QI, and IPQI, if ipqi is not 0 after the file has been processed:
- If ip is not 0, the larger of the ipqi and ip values is used for IP.
- If both ip and qi are 0, the value of ipqi is used for IP.
- Otherwise (ip is 0 and qi is not 0), the larger of the ipqi and qi values is used for QI.

9.4 PrintInConformed function

The printInConformed function reads through the incoming file again. As it reads, it checks the requirements for each DMIS code line against the requirements given in the command to run the dmisTestFileReducer. If the requirements are met, the comment line giving the requirements and the DMIS code line that follows are both printed in the outgoing file.

When the DMISMN line of the file is encountered, the fileRequirements are transcribed (with commas added) to the end of the DMISMN line, replacing the requirements given in the incoming file.

10 More on EBNF

First read the section on EBNF in the Users Manual.

10.1 DmisStatement

An important convention that has been used in building dmis.debnf is that every production whose first definition ends with # (the character for ENDLINE), is considered to be a dmisStatement when it has been parsed into a production. There is one exception to this rule, and it is hard-coded. Namely, noParseStatement is not a dmisStatement.

DmisStatements are the things whose uses are counted in the dmisConformanceChecker. The prepareStatementNames function of debnf2pars builds a list of dmisStatements by checking for an ENDLINE at the end of the first definition of each production. Then when classes are being printed, every class whose name is on the statementNames list is declared to be a subclass of dmisStatement. In order to support this method of finding dmisStatements, if
the first definition of a production in \texttt{dmis.debnf} ends with \#, then all definitions must end with \#. It is up to the maintainer of \texttt{dmis.debnf} to see that this convention is followed.

In order to avoid difficulties in constructing the \texttt{dmis.debnf}, a few things that should be productions that end with \# are not even defined; rather their subtypes are defined and end with \#. If they existed, these undefined productions would be named \texttt{calibStm}, \texttt{recallStm}, and \texttt{saveStm}, corresponding to \texttt{CALIB}, \texttt{RECALL}, and \texttt{SAVE} in DMIS.

In addition, because there are so many subtypes of \texttt{FEAT} and \texttt{TOL} in DMIS and it is desirable to count the subtypes separately, EBNF productions for \texttt{FEAT} and \texttt{TOL} are not defined, but their subtypes are defined and end with \#.

It would be desirable to have classes for \texttt{CALIB}, \texttt{FEAT}, \texttt{RECALL}, \texttt{SAVE}, and \texttt{TOL} in order to make the API for the classes easier to use. This could be done by hard-coding in \texttt{debnf2pars.y}, but has not been done.

\textbf{10.2 Naming Conventions}

Several naming conventions have been used in \texttt{dmis.debnf}. It is up to the maintainer to see that they are followed. These include the ones described at the beginning of \texttt{dmis.debnf} plus the following:

- The names of all productions for DMIS statements and only those productions end with \texttt{Stm}.
- The names of all productions that are lists and only those productions end with \texttt{List}.

The structure of EBNF names for DMIS statements and lists is not used in \texttt{debnf2pars}. Other naming conventions are detected in \texttt{debnf2pars}, such as spelling tokens in all upper case letters and starting names of primitive types with an upper case letter followed by a lower case letter.

\textbf{10.3 Token Spelling Structure Conventions}

Wherever possible, the spelling of a token name in \texttt{dmis.debnf} is identical to the spelling of the name in DMIS and \texttt{dmis.debnf} does not include a production giving the spelling. The EBNF standard, however, does not allow digits or underscores in production names. Some DMIS token names contain digits and/or underscores. To deal with this, different names (not containing digits or underscores) are used in the DEBNF file. However, since DMIS input files must use the DMIS spelling, a method is needed for telling the generator what spellings to look for when it is reading a DMIS file. This is done by putting the spellings of these irregular token names at the beginning of the DEBNF file.

It is required in \texttt{debnf2pars} that explicit token spellings be given in terms of expressions that are either of the form \texttt{'x'} or of the form \texttt{('X'|'x')}. For example, 2RC is a DMIS token. In the DEBNF file, the token is called \texttt{TWORC} and the line giving its spelling is \texttt{TWORC = '2', ('R'|'r'), ('C'|'c')}. Where the form \texttt{('X'|'x')} is used, the first letter must be upper case, the second letter must be lower case, and both must be the same letter. In the \texttt{'x'} form, the \texttt{x} may be any printable character as far as \texttt{debnf2pars} is concerned, but in practice, it will never be a letter.
10.4 Multiple Optionals

Three distinctly different ways\(^1\) to represent a multiple optional are available in EBNF. For example, zero to three origin specifications (a comma followed by an origin) may be written any of the following ways.

\[
[c, \text{orig}], [c, \text{orig}], [c, \text{orig}]
\]

\[
3*[c, \text{orig}]
\]

\[
[c, \text{orig}, [c, \text{orig}, [c, \text{orig}]]]
\]

The first representation is not used in the test suite because it does not simplify solving the following problem.

When C++ is generated for a class for a definition with a multiple optional, there will be a separate attribute of the class for each possible occurrence of the optional. In the example, the three attributes might be named \text{orig1}, \text{orig2}, and \text{orig3}. Now when a DMIS file is parsed and there are fewer than the maximum number of occurrences of the optional, it is necessary to decide which of the attributes are non-zero. In the example, if there are two origin specifications in the DMIS file, then there are three ways in which the non-zero attributes may be chosen: (\text{orig1}, \text{orig2}), (\text{orig1}, \text{orig3}), or (\text{orig2}, \text{orig3}). To make life easy for the application programmer, who does not want to have to test for all possibilities, the parser should choose one of them. The obvious correct choice is to use the first \(N\) attributes when there are \(N\) non-zero values. That is what the test suite implements. In the example, that is (\text{orig1}, \text{orig2}).

The second representation is the most compact and does lend itself to solving the problem. With the second representation, however, there is no easy way to assign meaningful names to the attributes. An automatic name assignment method is easy to program but makes poor names. In an earlier version of the test suite, before manual name assignment was implemented, the second representation was used exclusively in \text{dmis.debnf}. Code for dealing with multiple optionals represented that way was written and is still included in \text{debnf2pars}. That code might be removed to reduce the complexity of \text{debnf2pars}.

The third representation both lends itself to solving the problem and allows manual name assignment, so in this version of the test suite, \text{debnf2pars} includes code for dealing with that representation, and that representation is used exclusively in \text{dmis.debnf}.

11 More on C++ Classes for DMIS

Read section 2 of the System Builders Manual before reading this section. That section describes the C++ classes for DMIS. This section deals with important abstractions concerning the classes.

The automatically generated C++ classes for DMIS are more regular and more verbose than one would write manually. The regularity is a tremendous advantage for implementing automatic generation of conformance checking code (or any other type of code). The regularity also reduces the variety of types of code one must write when using the C++ classes, which is another advantage. The verbosity is not a drawback for the automatic generation of code. The generator is screamingly fast. If the verbosity increases the time it take to generate the code from 10 seconds

---

\(^1\) If the multiplicity of the optional is three or more, they could be mixed to make even more ways to do it.
to 20, it is not a problem. All the applications that have been built using the C++ classes are also screamingly fast, so the verbosity does not seem to slow down applications significantly.

The classes form a hierarchy that is several levels deep. For example, the threads through the inheritance hierarchy with `intConst` at the bottom and `cppBase` at the top (i.e. `intConst` and all its ancestors) is shown in Figure 9.

```
intConst  --|-- rentVal
          |   | angle
          v   | anyVal
      snslctTipData

intVal  --|-- param
          |   | cppBase
```

*Figure 9. Ancestors of intConst*

Many classes are parent classes and many classes have attributes, but no parent class has attributes. In the code, the suffix `atts` is used with classes that have attributes, and the suffix `subs` is used with classes that have subclasses.

There are frequent instances of multiple inheritance in the C++ classes. The cases of multiple inheritance arise from two sources. First, the classes are designed to make it easy to count instances of DMIS statements (`dmisStatement` class). Hence, many classes have both `dmisStatement` and `dmisFreeStatement` as parents. Declaring that a class is a subclass of `dmisStatement` is hard-coded in `debnf2pars.y`. Second, some classes may be used for more than one purpose. An integer variable (`intVar` class), for example, can be used as an integer value (`intVal` class), as a variable in a READ or WRITE command (`rwVar` class), or in a PROMPT command (`promptVar` class), so that `intVar` has `intVal`, `rwVar`, and `promptVar` as parents.

Some object-oriented theorists might object that “can be used as” and “is a subclass of” are different concepts, and Figure 9 is actually showing a “can be used as” hierarchy. Some object-oriented languages, EXPRESS for example, have a construct for “can be used as”. In EXPRESS, it’s the select type. Making a distinction between “can be used as” and “is a subclass of” would be required if any of the ancestors of a class had attributes. In Figure 9, for example, if `param` had an attribute such as `name`, it would be inherited by `intConst`, which has no use for a `name`. Then, a different modeling method would need to be used indicating that, although `intConst` is not a subclass of `param`, an instance of it can be used wherever an instance of a `param` is required. Since no ancestor of any C++ class for DMIS built by the test suite has any attributes, this is never a problem. As long as there are no attributes, there really is no conceptual distinction between “can be used as” and “is a subclass of”.

There are no enumerations in the C++ classes for DMIS. Instead, where a human would normally program an enumeration with N values, `debnf2pars` programs a parent class with N subclasses. For example, the scope of a variable, which might be represented by an enumeration `declScope`
with values COMMON, LOCAL, and GLOBAL, is represented instead by the class declScope
with subclasses declScope_COMMON, declScope_GLOBAL, and declScope_LOCAL. The
subclasses have neither attributes nor subclasses of their own. In manual programming, testing the
type of a class takes no more code than testing the value of an enumeration constant. In size of
executable, enumerations would almost certainly be smaller, but the C++ class system fits in less
than 10 Mb of an executable, which is not large relative to the size of modern computer memories.
In terms of speed, if there is a penalty at all, it cannot be much, since the executables built on the
C++ class system are so fast.

12 Building Code Generators

12.1 Pros and Cons of Code Generators

Using a code generator has several pros and a few cons.

This section compares a programmer building and using a code generator with the same
programmer manually generating code with the same functionality. In the case of large
application such as the utilities in the test suite, a realistic alternative to using a code generator
would be to have a team of programmers rather than a single programmer. Keeping the team
coordinated would require a substantial portion of programmer time and would give using a code
generator relatively more advantage.

12.1.1 Pros:

An upper-end personal computer can write code roughly 100,000,000 times as fast as a human.
This means an entire lifetime of work by a human (50 years at 2000 hours per year) can be done in
less than a minute by a computer.

Once a computer knows how to write a particular kind of code (i.e. the generator code includes
debugged functions that write the code), the computer will write any number of functions of the
same kind without making any errors. The computer will not get bored doing that. Humans make
a lot of errors and get bored, leading to taking more time and making more errors.

Once the code formatting rules are programmed into the generator, they will be followed entirely
consistently. Humans are unable to be completely consistent. Since compilers do not care about
formatting, human-made inconsistencies persist in finished code, ready to confuse whoever is
maintaining the code.

Using a computer to generate code provides the human programmer with more time for perfecting
code or developing new types of code.

Automatically generated code is data-driven. In the test suite, the data is the DEBNF file that is
input to the generators. When the input data changes, if a generator has been built, thousands of
lines of code can be updated in a few seconds.

12.1.2 Cons:

Where there is a lot of variety in the input to a generator, it is often necessary to hard-code the
generator to write specific code for specific input. This takes more time than writing the code
directly.

Because the usefulness of a generator is maximized when many functions or classes of the same
kind are generated, the programmer building the generator will strive to design the output of the
generator to have little variety. This may lead to generating code that is more verbose and/or less
efficient than code that a human would write.

12.2 Development Technique

To develop any code that generates code, one useful technique is to write samples of the code that
should be generated from some specific inputs. If possible, compile, test and debug the hand-
written code. When the generator is ready to be tested, feed it the same inputs. The inputs should
be diverse enough to cause the generator to generate all the varieties of code it can generate. Then
check that the generated code is identical to the hand-written code. In Linux or Unix, this may be
done using diff. Of course the hand-written and automatically generated versions of the code are
never identical the first time they are compared. Modify the generator (or the hand-written code),
regenerate the code, and compare again until there are no differences.

The technique just described has been used throughout the development of the generators in the
test suite.

12.3 Generating Code Automatically

There are two distinct approaches to generating code automatically in a C++ program, either:
• generate code text directly with print statements, or
• define structures that represent code, write functions that print code from the structures,
build the structures in your program, and call the print functions to print code text.

Which approach to use depends on the situation. If structures are required for other reasons or
there are many instances of each kind of structure, it may be best to use the structures approach. If
only one function of a given type is to be generated, it will probably be best to print code text
directly. It is often convenient to mix the two approaches.
• In the test suite, structures representing EBNF are required for parsing and manipulating
EBNF, so the dmis.y, dmis.hh, and dmis.cc files for full DMIS are printed primarily
from structures.
• The dmisConformanceChecker.cc and dmisConformanceTester.cc files in the test
suite print code directly.
• The dmis.hh and dmis.cc files define printSelf functions that generate code from
structures. The generate tutorial in the System Builders Manual shows how to write a
DMIS program by building structures and then calling the structure printer.

When text is printed directly, any variability in what is printed results from using arguments to the
functions that do the printing.

Regardless of how printing is done, if code is being printed that a human might want to read, the
code should be pretty-printed. That is, line length should be controlled, code sections should be
arranged appropriately and consistently, and lines should be indented appropriately and
consistently. All of the code produced by the test suite is pretty printed. Controlling line length
often requires first printing to a buffer and then counting characters while printing to a file from
the buffer. Controlling line length also requires avoiding constructing long names. Except for
controlling line length, the code needed to pretty print code is brief and easy to write. The
maximum line length the test suite tries to maintain is 80 characters. Keeping under that limit is
largely successful but fails in some cases where there are long names.
12.4 Printing Directly

In C++, there are two very different methods that may be used for printing: the C printf function (and its variants) or the << notation. The printf method is horribly ugly to look at and awkward to use. The << method is less ugly to look at but has massive hidden ugliness in the overloading of << that is required. It is easier to exert fine control using the printf method. The printf method is used exclusively in the test suite.

There are so many different things one might want to print, there is no easy way to implement the functionality that is required. That is the reason there is no civilized set of printing functions. Just learn to live with that.

When the code printers in the test suite have long sections of hard-coded material to print, that is done by using a single fprintf function call with an argument that is a long string split over several lines. This is a very useful technique. Here is a short example:

```c
fprintf(yaccFile,
"char                       warningMessage[256];\n"
"extern FILE *              yyin;\n"
"extern int                 yylex();\n";
```

In a few cases, the test suite inserts large sections of documentation in automatically generated code. This is done using the technique just described.

12.5 Combining Manually Written and Automatically Generated Code

Where a program has both one-of-a-kind functions and many-of-a-kind functions, and there is no need to intersperse the two types, it may be simpler to write the fixed code in a file than to have a generator regurgitate it. This is done for the `dmisConformanceTester`. The automatically generated `dmisConformanceTester.cc` file defines over a thousand `check_xxx` functions and #includes the hand-written `dmisConformanceTesterStart.cc` file, which has 16 one-of-a-kind functions. Similarly, the automatically generated `dmisConformanceChecker.cc` file #includes the hand-written `dmisConformanceCheckerStart.cc` file.

12.6 An Alternative - Generate and Execute

An alternative to generating source code automatically, compiling it, and executing it is to generate and execute the code in the same process. This may be done three ways. First, if you are working with a language that includes a real-time compiler, you don’t need to change much. Just put a compile step between the generate and execute steps. Second, if you are working with an interpretable language such as Lisp, you don’t need to compile, so just go directly from generation to execution. In Lisp, you can either generate an executable structure and then execute it, or you can write out a file and then load it back in and execute it. Third, you can write extremely generic data driven code with a lot of function pointers.

Although these approaches might make maintaining several hundred thousand lines of code unnecessary, for dealing with DMIS, those alternative approaches seem inferior for several reasons. First, the automatically generated code in the test suite is quasi-static. That is, unless DMIS changes, the conformance classes change, or a bug is fixed, there is no reason to change the code. It is a waste of time and effort to regenerate the code. The code will run more slowly if has to be regenerated and then executed. Second, it may be necessary to do some hand-editing of
automatically generated code (as in the 27 xxLists.cc files) before it is ready to use. Third, it makes development harder because there is no chance to debug between generation and execution. Fourth, if either Lisp backquote notation or extremely generic code is used, it becomes nearly impossible by studying the code to see what the code is going to do when it executes.

13 How debnf2pars Works

13.1 Introduction

The debnf2pars code generator is very complex. This section only gives an overview of how debnf2pars works and focuses on some special features. The debnf2pars.y file includes about 125 pages of in-line documentation. To get a deep understanding of debnf2pars, first read this section, and then study the in-line documentation.

One capability built into debnf2pars is the ability to deal with DEBNF constructs that can cause shift/reduce conflicts in dmis.y. The journal article cited in Section 1.3 describes the constructs that cause conflicts, why the conflicts arise, and what the replacement constructs are. The article does not explain how a parser is built that parses in terms of the replacement constructs while building a parse tree using C++ classes derived from the original constructs. An explanation of how that is done in one case is given in Section 13.9.1. See the in-line documentation in debnf2pars.y for additional explanations.

As shown in Figure 5, debnf2pars reads a file written in DEBNF and writes eight files:
- a YACC file (dmis.y) for a parser of the language described in the DEBNF file,
- a Lex file (dmis.lex) for the lexical analyzer used by the parser,
- a C++ header file (dmis.hh) defining classes for representing DMIS,
- a C++ code file (dmis.cc) implementing the functions and methods declared in the header file,
- a C++ code file (dmisConformanceChecker.cc) containing most of the functions required for the dmisConformanceChecker,
- a C++ code file (dmisConformanceTester.cc) containing most of the functions required for the dmisConformanceRecorder and the dmisConformanceTester,
- a C++ code file (allSubAtts.cc) defining arrays that give either the subclasses or the attributes of every class that has either subclasses or attributes,
- a C++ code file (assignMasterSubAtts.cc) that assigns values by name to the entries of the masterSubAtts array.

13.2 Data Structures Used in debnf2pars

Most of the data structures used in debnf2pars are instances of the C++ classes for EBNF described in Section 4.1.

In addition, the attCell class and the classData class defined in debnf2pars.y are used to hold data about the C++ classes for DMIS. An attCell has the data for one attribute of a class and a next pointer so that lists of attCells can be constructed (even though no attList class is defined). A classData has the data for one class. The classDatas array, a global variable in debnf2pars.y, is an alphabetically ordered array of pointers to classData instances. Ordering is done by class name. The dmisConformanceChecker.cc and dmisConformanceTester.cc files are printed using the classDatas array.
The `debnf2pars.y` file declares and uses the global variables:

- **productions** (a `prodList` of all the `productions` in the DEBNF file)
- **statementNames** (a `stringCell`, the head of list)
- **tokenNames** (an array of strings giving the names of tokens, alphabetically arranged)
- **tokenLexes** (an array of strings giving the spellings of some tokens, alphabetically arranged)
- **terminalNames** (an array of strings giving the names of terminal symbols).

The `debnf2pars.y` file also declares and uses five global variables, each of which is a unique `expression`. These are used to simplify testing for equality. `CommaExp` is used during parsing EBNF and in many other activities. The rest are used only for fixing shift/reduce conflicts and printing `dmis.y`.

- **commaExp** (represents a comma)
- **nullExp** (represents a null pointer)
- **trueExp** (represents boolean true)
- **falseExp** (represents boolean false)
- **equalSignExp** (represents an equal sign)

### 13.3 The Main Function

The `main` function in `debnf2pars.y` goes through the following steps.

- Initialize the `classDatas`, `tokenNames`, and `tokenLexes` arrays with zeros.
- Call `yyparse` to parse in the DEBNF file `dmis.debnf`, causing the `productions` list to be built and populating the `tokenNames` and `terminalNames` arrays. For each `production` a list of `definitions` is built, and it is determined if the `production` represents a list.
- Call `prepareStatementNames` to go through the `productions` and make a list, `statementNames`, of the names of those that are DMIS statements.
- Call `reviseSpelling` to set up the `tokenLexes` array that will be used to generate correct spellings when `dmis.lex` is written. The function first makes `tokenLexes` be a copy of `tokenNames`. Then it goes through the `productions`, and if a `production` gives a spelling for a token name, the name is changed in the `tokenLexes`.
- Call `productions.findUsedIn` to set the `usedIn` list of each `production`, P. The `usedIn` list of a `production` P is a list of other `productions` that use P. To set the `usedIn` list, it is necessary to go through every `expression` of every `definition` of every `production`. In the process of doing that, a second job is done. Namely, in every `expression` representing P, the `prodValue` attribute of the `expression` is set to point to P.
- Call `addData` to find the class names for every `definition` of every `production` and to determine which `productions` will have classes that are parent classes or subclasses of classes for other `productions`.
- Call `selectProductions` to select those `productions` for which classes should be printed.
- Call `recordClasses` to put pointers to `classData` instances into the `classDatas` array.
- Call `printCppClasses` to print `dmis.hh` and `dmis.cc`.
- Call `printConfAllSubAtts` to print `allSubAtts.cc`.
- Call `printConfAssignMaster` to print `assignMasterSubAtts.cc`.
- Call `printConfChecker` to print `dmisConformanceChecker.cc`.
- Call `printConfTester` to print `dmisConformanceTester.cc`. 
• Call `fixConflicts1` to modify the list of `productions` by detecting and fixing constructs of one simple type that will cause shift/reduce conflicts if translated directly into YACC.
• Call `fixConflicts2` to modify the list of `productions` by detecting and fixing more complex constructs that will cause shift/reduce conflicts if translated directly into YACC.
• Call `printYacc` to print `dmis.y`.
• Call `printLex` to print `dmis.lex`.

13.4 DEBNF Parser

The DEBNF parser in the `debnf2pars.y` file (not the DMIS parser built by `debnf2pars`) consists of a hand-written `debnf2pars.lex` file and about 150 lines of YACC. The parser parses DEBNF into a parse tree using the DEBNF classes. In the current version of DEBNF, comments of the form `(*A=name*)` and `(*C=name*)` in the DEBNF file are parsed into names for attributes and classes, respectively. If an attribute name for an `expression` that will become an attribute is not given in the DEBNF file, an attribute name will be assigned by the `findAttributeNames` function in `debnf2pars.y`. If a class name for a `definition` is not given in the DEBNF file, a class name will be assigned by the `findClassNames` function.

13.5 Generating `dmis.hh` and `dmis.cc`

Read Section 2 of the System Builders manual and Section 11 of this manual before continuing this section.

Printing the `dmis.hh` and `dmis.cc` files is done by `printCppClasses` and 20 `printCppXxx` functions (plus their subordinates) in a hierarchy below that. Most of these functions are straightforward and easy to understand. Seven of them print in both files. The hierarchy of functions headed by `printCppClasses` is shown in Figure 10. Each level of indentation in the figure indicates that the less indented function above calls the more indented function below. On the figure, subordinates of functions not named `print<Something>` are omitted, and if a `print<Something>` function appears more than once, the hierarchy under it is only shown the first time.

The remainder of this section describes the `printCppClasses` function and discusses issues of printing `dmis.hh` and `dmis.cc`. For details, see the in-line documentation of the `printCppXxx` functions in `debnf2pars.y`.
Figure 10. Hierarchy of Functions Headed by printCppClasses
13.5.1 printCppClasses

At the head of the hierarchy, printCppClasses does the following:

- Open dmis.hh and dmis.cc for writing and print #includes and namespace declarations.
- Call printCppDocumentation to print (entirely hard coded) documentation in dmis.hh.
- Call printCppNames to print the declaration of all classes in dmis.hh.
- Call printCppBaseClass to print the definition and implementation of the base class in dmis.hh and dmis.cc.
- Go through the productions list repeatedly, keeping track of which ones have already been used for printing classes. Each time a not-yet-used production is found all of whose supertype classes have already been printed, call printCppProductionClasses to print one or more C++ classes to represent that production. Class definitions for them are printed in dmis.hh and class implementations in dmis.cc.
- Close the namespace declarations and close the files.

It would be nice simply to print the classes in alphabetical order, but C++ compilers complain when a class is made a subclass of a class that has not yet been defined. Hence the procedure of looping repeatedly through the productions is used.

If a production has more than one definition, a parent class is printed for the production and a class is printed for each definition. A parent class is very minimal. It has only a constructor that does nothing, a destructor that does nothing, and a printSelf function with no definition. Because a class is printed for every definition, it is important for keeping the number of classes down that optionals be represented in the DEBNF file using square bracket notation, not by writing multiple definitions.

13.5.2 Flattening Optionals

For several purposes, the foremost of which is printing classes, it is useful to pretend temporarily that the optional items in a definition (with one type of exception) are not optional.

For example, if the original EBNF definition is:

ifStm, [calibSens], [elseStm, [calibSens]], endifStm

then the definition with optionals appearing to be required is:

ifStm, calibSens, elseStm, calibSens, endifStm

The process of making optionals appear to be required has been called flattening optionals. The function that does the work is called flattenOpts. Other debnf2pars activities that use flattenOpts are printing dmis.y (see Figure 18) and fixing shift/reduce conflicts (see Figure 14 and Figure 15).

The one exception made by flattenOpts is that an optional consisting entirely of constant terms and containing at least one keyword ([EXTERN, c, DMIS, c], for example) is left unchanged. The exception is made because a single boolean attribute (has_EXTERN in the example) will be used to represent the entire optional in the C++ class derived from the definition. Keeping the optional unchanged makes it easy to treat it as a single item.

13.5.3 Printing printSelf

The printSelf functions in dmis.cc print DMIS code, and they are moderately complex. Hence
printing the `printSelf` functions in `debnf2pars.y` is complex. It is done by the hierarchy of `printCppClassPrinterXxx` functions shown in Figure 10. Since `optionals` may be nested, `printCppClassPrinterOpt1` may call its superior, `printCppClassPrinterOpt`.

13.6 Generating `dmisConformanceChecker.cc`

The `dmisConformanceChecker.cc` file is generated by the hierarchy of functions headed by `printConfChecker` shown in Figure 11.

`PrintConfArrays` prints an array declaration for each entry in `classDatas` that has either subclasses or attributes. For example:

```c
const char * evalStmAtts[3] = {"evalStmAtts", 0};
const char * extensMinorSubs[4] = {"extensMinorSubs", 0};
```

`PrintConfFunctions` prints the functions that test conformance. There are four types of them for: blocks with attributes, blocks with subclasses, statements with attributes, and statements with subclasses. Each type has its own print function subordinate to `printConfFunctions`.

The `printConfAnalyzeItems` subordinate of `printConfFunctions` prints the `analyzeItems` function that counts uses of `dmisStatements`.

```
printConfChecker
 | printConfArrays
 | printConfFunctions
 | | printConfAnalyzeItems
 | | printConfAttChecker
 | | | findClassData
 | | | printStarLine
 | | | printConfBlockAttChecker
 | | | | findClassData
 | | | | printStarLine
 | | | | printConfBlockSubChecker
 | | | | | findClassData
 | | | | | printStarLine
 | | | | | printConfSubChecker
 | | | | | | findClassData
 | | | | | | printStarLine
 | | | | | | printConfReportSummary
 | | | | | | printConfReportSummaryFull
 | | | | | | printConfStart
 | | | | | | printConfStart
```

**Figure 11. Hierarchy of Functions Headed by printConfChecker**

While the `printConfChecker` function and its subordinates have the ugliness that characterizes code printers, and understanding the placement of characters such as backslashes requires some
study, there are no deep or complex issues associated with printing the
dmisConformanceChecker.cc file or the dmisConformanceTester.cc file, which is next.

13.7 Generating dmisConformanceTester.cc

The dmisConformanceTester.cc file is generated by the hierarchy of functions headed by
printConfTester shown in Figure 12. The functions subordinate to printConfTester are very
similar to those subordinate to printConfChecker.

```
printConfTester
  printConfArrays
  printTestFunctions
    printTestAttChecker
      findClassData
      printStarLine
      printTestBlockAttChecker
        findClassData
        printStarLine
        printTestBlockSubChecker
          findClassData
          printStarLine
          printTestSubChecker
            findClassData
            printStarLine
            printTestStart
            printStarLine
```

Figure 12. Hierarchy of Functions Headed by printConfTester

13.8 Generating allSubAtts.cc and MasterSubAtts.cc

The allSubAtts.cc file is printed in a straightforward manner by printConfAllSubAtts, which
goes through the classDatas array in alphabetical order. For each entry in classDatas, the
function prints either an array naming the subclasses of a class or an array naming the attributes of
a class.

The masterSubAtts.cc file is printed in a straightforward manner by printConfAssignMaster,
which goes through the classDatas array in alphabetical order while incrementing a counter. For
each entry in classDatas, the function prints either

```
masterSubAtts[count] = <name>Subs; or
masterSubAtts[count] = <name>Atts;
```

according to whether the classData indicates subclasses or attributes. The <name> is the name
given in the classData, and <count> is the current value of the counter.
13.9 Modifying the C++ Class Instances for EBNF to Avoid Shift/Reduce Conflicts

The paper “Automatic detection…” cited in Section 1.3 describes the EBNF constructs that cause conflicts, why the conflicts occur, and what the constructs are that replace the problematic constructs. It does not describe how the replacements are made; this section gets into that.

The main function calls both fixConflicts1 and fixConflicts2. These functions and their subordinates detect problematic constructs and do most of the work of replacing them. In some cases, constructs modified by fixConflicts1 will be further modified by fixConflicts2.

Figure 13. Hierarchy of Functions Headed by fixConflicts1

Figure 14. Hierarchy of Functions Headed by fixConflicts2
The hierarchy of functions headed by fixConflicts1 is shown in Figure 13. The hierarchy of functions headed by fixConflicts2 is shown in Figure 14 and Figure 15. The figures do not include member functions of EBNF classes, which are used profusely.

As may be gathered from the figures, fixConflicts2 is substantially more complex than fixConflicts1. The nature of the functions subordinate to the two fixers, however, is similar.

13.9.1 An example

The remainder of this section is devoted to a full explanation of one example of a shift/reduce conflict, how it is detected, and how it is fixed. The example involves productions used in the DMIS PAMEAS statement. It is handled by fixConflicts1. It has been simplified by removing additional definitions that are not part of the problem. The EBNF productions involved from dmis.debnf that form a problematic construct are shown in Figure 16. The changed productions (as they would be if they were printed) are shown in Figure 17.
This is an example of the following problem type, which is fixable.

There is a production $P$, such that (1) $P$ has at least one definition with an optional at the end starting with a comma and (2) the name of $P$ is followed by a comma, $c$, wherever it appears in a definition.

In the example, $P$ is $\text{pameasDetail}$. The optional at the end of a definition is $[c, \text{PITCH}, c, \text{realVal}]$. The only place $\text{pameasDetail}$ is used is in the one definition of $\text{pameasVar2ListItem}$, and in that place it is followed by a comma, $c$. Therefore, $\text{pameasDetail}$ is always followed by a comma.

The problem is best understood by playing the role of parser. As parser, you get tokens (words, punctuation, numbers, etc.) from a lexer. Each time you get a token, you need to decide whether to shift (add the token to a list of tokens that form the beginning of a definition) or reduce (change a sequence of tokens that form a complete definition of a production to the name of the production). You can look one token ahead (at the “lookahead token”). You remember what you are doing based on what you have already processed.

The example crops up when you are reading a $\text{pameasVar2ListItem}$. You get to the point where you have seen the sequence $\text{SCNVEL, c, fedratLinear}$ and have $c$ as the lookahead token. You know you are working on the first definition of a $\text{pameasDetail}$, but you cannot tell whether the $c$ is (1) the first $c$ in the optional part of $\text{pameasDetail}$ or (2) the $c$ in the definition of $\text{pameasVar2ListItem}$. In the first case, there are more terms in the $\text{pameasDetail}$, so you should shift the $c$. In the second case, you have seen a whole $\text{pameasDetail}$, so you should reduce the sequence to a $\text{pameasDetail}$.

The general rule for fixing a conflict of this type is to change the EBNF by (1) inserting a comma after every definition of $P$, and (2) removing the comma that follows the name of $P$ everywhere that $P$ is used. For the example, that changes the EBNF as shown in Figure 17. Now when you see the $c$ following $\text{fedratLinear}$, it has to be part of the $\text{pameasDetail}$. You cannot tell whether it is the $c$ at the beginning of the optional or the $c$ at the end of the definition, but it does not matter, because you must shift it in either case. If the next token received from the lexer is $\text{PITCH}$, you will know that you are in the optional and will shift. If the next token is $\text{pLabel}$, you will know that you have seen an entire $\text{pameasDetail}$ that did not include an optional and you will reduce.

\begin{verbatim}
\text{pameasDetail} =
    \text{SCNVEL, c, fedratLinear, [c, PITCH, c, realVal]}
    \mid \text{PITCH, c, realVal}
\end{verbatim}

\begin{verbatim}
\text{pameasVar2ListItem} =
    \text{pameasDetail, c, pLabel}
\end{verbatim}

\textbf{Figure 16. EBNF Construct Before Fixing}
The chain of events in `debnf2pars` that does the work starts while the EBNF is being parsed. Each time an EBNF `production` is parsed, an instance `P` of the C++ `production` class is built, and then the `findEndsInOptional` function is called to examine the last `expression` in each of the `definitions` of `P`. If that `expression` is an `optional` and the first `expression` in the `optional` is a comma, then the `endsInOptional` attribute of `P` is set to `true`. Otherwise, the `endsInOptional` attribute of `P` is set to `false`. For `pameasDetail`, `endsInOptional` is set to `true`.

After the EBNF file has been parsed, `main` calls the `findUsedIn` function of the `prodList` named `productions`. That function calls the `findUsedIn` function of every `production`. The `findUsedIn` function of a `production` `P` looks through every `expression` of every `definition` of every other `production` `Q`. If the `itemName` of an `expression` in `Q` is the name of `P`, and `Q` is not already at the end of the `usedIn` list of `P`, a pointer to `Q` is added to the end of the `usedIn` list of `P`. As a result of this process, the `usedIn` list of the `production` for `pameasDetail` ends up with one element, a pointer to the `production` for `pameasVar2ListItem`.

Next, when `main` calls `fixConflicts1`, the function looks at every `production` `P` in order to determine if `P` is involved in the kind of problematic construct described above. Eventually, `fixConflicts1` gets to `pameasDetail`. Since the `endsInOptional` attribute of `pameasDetail` is set to `true`, the first requirement for being a problem is satisfied. `fixConflicts1` therefore calls `alwaysFollowedByComma` to determine whether `pameasDetail` is always followed by a comma, the second requirement. To determine whether a `production` `P` is always followed by a comma, `alwaysFollowedByComma` (with the help of `alwaysFollowedByCommaInExps`) hunts through every `expression` of every `definition` of every `production` in the `usedIn` list of `P` (including digging into `optionals`) looking for `P`. If every time `P` is found it is followed by a comma, then `alwaysFollowedByComma` returns `true`. For `pameasDetail`, the only member of `usedIn` is `pameasVar2ListItem`, which has only one `definition`, and in that `definition` `pameasDetail` is followed by a comma the one time it appears. Hence, `alwaysFollowedByComma` returns `true` for `pameasDetail`.

Now `fixConflicts1` knows that it has found a problematic construct it knows how to fix, so it sets about fixing it. To fix the problem, two steps are needed.

First, `fixConflicts1` goes through all the `definitions` of all the `productions` in the `usedIn` list of the problem `production` `P` and calls `removeCommaInExps` for the `expression` list of each `definition`. Each time `removeCommaInExps` finds an `expression` in the list whose `prodValue` is `P`, it checks that the next `expression` is a comma and then calls the `removeCell` function of the `expList` class to remove the comma `expression` from the list of `expressions`. Each time

```c++
pameasDetail =
    SCNVEL, c, fedratLinear, [c, PITCH, c, realVal], c
   | PITCH, c, realVal, c
;
pameasVar2ListItem =
    pameasDetail, pLabel
;
Figure 17. EBNF Construct After Fixing
```
removeCommaInExps finds an expression in the list that has an optValue, it calls itself recursively to act on the expressions in the optional to which the optValue points. For pameasDetail, the result is that the comma after pameasDetail in the one definition of pameasVar2ListItem is removed.

Second (and finally), fixConflicts1 goes through the definitions of the problem production P (pameasDetail) and adds a comma at the end of the expressions list of each definition.

This example is the simplest possible real example of how fixConflicts1 works. FixConflicts2 is more complex. However, the example illustrates several recurring themes. First, much of the work is done by functions that execute during and immediately after parsing and fill in values for the attributes of productions and expressions. If those attributes did not exist, all the work that is currently done to fill them in would have to be done more than once – in fixConflicts1, fixConflicts2, and other functions. Second, fixing one type of problem is done by looking at all the productions, seeing if any production P has the problem, and immediately fixing the problem for P. Third, fixing the problem is usually done by some sort of list surgery (adding an expression to an expList or removing one from it, removing a definition, adding a definition, etc.). Most of the list surgery functions are member functions of the EBNF classes; a few are defined in debnf2pars.y.

One important difference between fixConflicts1 and fixConflicts2 is that fixConflicts2 sets the fixType of productions it modifies but fixConflicts1 does not. The fixType is used in the process of printing dmis.y. Changes made by fixConflicts1 do not need any special handling during that process.

All of the functions that participate in fixing conflicts are heavily documented, so it should be possible to understand what is going on in throughout the conflict fixing process.

13.10 Generating dmis.y

The first two subsections of this section discuss the overarching issues of building dmis.y. The remaining subsections discuss specific issues and how they are handled.

13.10.1 Parser Functionality

The dmis.y file defines the parser that will be built by the bison processor and the C++ compiler. The functionality required of the parser, therefore, must be built into dmis.y. The following functionalities are desirable in the parser:

- Be able to parse all error-free DMIS input files.
- Be able to continue through errors.
- Be able to handle CALLs to MACROs defined in the file.
- Wherever there is a parse error, describe it and print the section of DMIS code that caused it with the line number from the input file.
- While parsing, build a parse tree in terms of C++ classes for DMIS. Make the parse tree available for use after parsing is complete.
- Wherever an undefined label is used or a label is defined more than once that should not be, print an error message and the section of code containing the label.
- Wherever an undefined variable is used or a variable is declared more than once, print an error message and the section of code containing the variable.

Most of those desirable functionalities are built into dmis.y by debnf2pars. The ideal is not quite
reached. First, some errors will confuse the parser so that it will be unable to continue. Second, if there is an error, the parser will not make the parse tree available for use. Third, because the parser parses the DMIS file sequentially, but the file might not execute sequentially (because of flow of control statements such as \texttt{JUMPTO} or \texttt{IF}), the parser cannot be sure that its judgement of undefined and multiply defined labels and variables is accurate, so it issues only warning messages (not error messages) in most of those cases.

Each kind of functionality that is implemented must be embodied in \texttt{dmis.y}. This makes \texttt{dmis.y} more complex, requiring \texttt{debnf2pars} to be more complex. In some cases, implementing one kind of functionality interferes with implementing another.

The primary example of this is the combination of having an error-free parser and building a parse tree in terms of C++ classes. In order to have the C++ classes form a usable application programming interface, the C++ classes are built from “natural” EBNF. If the rules in \texttt{dmis.y} are built directly from the natural EBNF, however, they will lead to many shift/reduce conflicts, leading to a parser that will not always parse correctly. To deal with this, before writing YACC rules, \texttt{debnf2pars} changes its internal representation of the EBNF productions so that the YACC rules built directly from them recognizes the same grammar but does not have conflicts. This is complex. After that, there is the even more complex task of getting \texttt{debnf2pars} to build parse trees in terms of the C++ classes while parsing in terms of the modified EBNF.

13.10.2 General approach

The general approach to building \texttt{dmis.y} in \texttt{debnf2pars} is:

- Parse the DEBNF file and build a parse tree in terms of C++ structures for EBNF (defined in \texttt{ebnf.hh}),
- Convert all C++ structures for extensions to BNF (the E part of EBNF) to C++ structures for BNF,
- Modify the BNF structures to avoid shift/reduce conflicts.
- Print YACC from the modified BNF C++ structures.

The convert step above is possible because the extensions to BNF which are used in DEBNF can all be replaced by more verbose but equivalent BNF statements. The extensions to be removed are the \texttt{optionals}. \texttt{debnf2pars} replaces most of the \texttt{optionals} in the parse tree with their BNF equivalents by using multiple \texttt{definitions}, so that the parse tree becomes a BNF parse tree.

YACC rules are equivalent to BNF productions, so the rules in the YACC file would be relatively straightforward to print from the BNF parse tree if there were no actions following the rules. However, there are actions after all rules. Since the actions build a parse tree in terms of C++ classes generated from the unmodified EBNF productions while the rules are for the modified productions, generating the YACC file is very complex. The steps of the general approach become somewhat interleaved, not fully sequential.

The function call hierarchy in \texttt{debnf2pars.y} headed by \texttt{printYacc} is shown in Figure 18 and Figure 19. Functions belonging to classes are omitted from the hierarchy, and if a function appears more than once, its subordinates are shown only the first time it appears.
Figure 18. Hierarchy of Functions Headed by printYaccProductions
In addition to generating a lot of YACC code, debnf2pars writes C++ code in dmis.y for 5 classes, 16 auxiliary functions, and 23 global variable declarations. All of that, except for one declaration, is hard-coded\(^1\) in the subordinates of printYaccStart shown in Figure 19.

The classes are:
- macroList
- macroListCell
- macroRep
- stringList
- stringListCell

The functions are:
- doCall (returns int)
- doLabel (returns nothing)
- doMacro (returns nothing)

\(^1\) It might be a good idea to move the hard-coded material from dmis.y into a dmisStart.cc file and have dmis.y #include dmisStart.cc (as has been done with dmisConformanceTester.cc and dmisConformanceChecker.cc). Then all the functions that print the hard-coded material could be removed from debnf2pars.y.
The functions that deal with MACROS and CALLs are all subordinate to the `preprocess` function, which is described in Section 3.4.1 of the Users Manual.

While most YACC rules are printed into `dmis.y` from `productions` without taking special actions based on the `production` name or `fixType`, there are dozens of special cases. The amount of code in `debnf2pars.y` for handling the special cases is large, probably larger than the code for non-special cases. There are enough special cases that some general approaches to types of special case have been developed. One of these is described in Section 13.10.7.

13.10.3 Printing YACC Rules

You won’t understand this section unless you are familiar with YACC. Refer to “lex & yacc” as needed.

The standard terminology for talking about YACC is deficient because it talks about actions corresponding to rules. This is inappropriate because a rule includes everything starting with the name on the left hand side and ending with a semicolon and may include many definition/action pairs. In most of what is written about YACC, “rule” sometimes means the entire rule, and sometimes means only the definition part of the rule. In the following discussion, to avoid confusion, rule means the whole thing, and definition means a sequence of tokens to be recognized.

The principal job of `debnf2pars` in printing the `dmis.y` file is to write it so that the parser built from it parses correctly and builds a parse tree as it parses. Most of the rules `dmis.y` are devoted to that task. Whenever a definition, D, is matched by the parser, a value which is an instance, K, of a C++ class, k, is assigned to the left side of the rule, and a pointer to K is passed to some other rule closer to the root of the tree. K is built by calling the constructor for k. The arguments to the k constructor are selected from the values for the components of D.

13.10.3.1 Writing basic rules

Consider, for example, the rule shown in Figure 20. The definition in the rule (second line) is all YACC. The action in the rule (third line) is all C++ except for the terms starting with $, which are YACC. The $$ is the value for `intFuncIndx` that will be passed up to some other rule. The $3 stands for the value of the third expression in the definition, which is a `stringVal`. The $5 stands for the value of the fifth expression in the definition, which is another `stringVal`. Thus, this rule is recognizing the sequence of 6 tokens in the definition and building an instance of the `intFuncIndx`
class from them. Note that the constructor does not need any information from the other terms in the *definition*. They are the same in every case of a call to `INDX` in a DMIS file, so there is no point in recording them.

The name of the constructor to use in the action (`intFuncIndx`) is the value of the `className` attribute of the `production`, which has been assigned previously.

The arguments to the constructor must also be found. All of the class constructors take as arguments the values of the attributes of the class in the order in which they occur in the class. The attributes of a class represent the non-constants in the EBNF *definition* from which the class was generated, in the order in which they appear in the EBNF (after optionals have been flattened). The *definition* in the YACC rule is the same as that EBNF, except for format. As a result of those facts, in the example of Figure 20, it is easy to determine what the arguments to the constructor should be. Just count expressions in the *definition*, and, if the nth expression is not a constant, use `$n` as an argument.

There are no functions in `debnf2pars.y` that implement this default case. The behavior just described is what the functions described in the next section do when there are no *optionals* in a `production`.

13.10.3.2 Writing rules for productions containing optionals

The descriptions in this section are complex because the code is (necessarily) complex. You might want to look at the examples in before tackling the text.

Unlike EBNF, YACC does not have special notation for an optional. To represent a simple optional, it is necessary to write two YACC *definitions*, one with the optional, and one without it. In the action following the *definition* in which the optional is not used, the constructor still requires an argument value for the optional, and that value must be 0 (a null pointer). Each top-level optional in an EBNF *definition* doubles the number of YACC *definitions* required to represent the same thing. For nested optionals the factor is 1.5 rather than 2 since the inner optional has no effect unless the outer optional is used. `Dmis.y` has rules with as many as 48 *definitions* where the EBNF has one *definition* with six optionals.

In order to print YACC rules, a data representation is needed that will support the following three activities:

- generating multiple YACC *definitions* to replace EBNF *definitions* with optionals,
- printing YACC *definitions*,

---

1. To reprint DMIS, the functions that do the printing must know about the constants. In the test suite, the `printSelf` functions know about them. In some other systems that generate parsers automatically, the print functions do not know about the constants, so the constants must be recorded in the C++ classes, making the classes unwieldy.
• printing YACC actions.

Since the EBNF definitions are represented in C++ as lists of expressions (expLists), the obvious way to handle the problem is to make modified copies of the expLists. The modified expLists must support:
  • representing true and false for optionals containing only constants,
  • representing null pointers for other optionals,
  • generating correct values of N for the $N$ arguments to class constructors.

That method has been implemented. When the fixType of the production is fixTypeNone, it is implemented by printYaccForPlain and four subordinates: makeNewDefs, prepareDefsForPlain, printYaccRule, and printYaccAction. PrintYaccForPlain prints the YACC rule for one production.

PrintYaccForPlain first calls makeNewDefs, which makes the newDefs of each definition of the production. It initializes the newDefs list of a definition D by putting a copy of D at the beginning of the list.

PrintYaccForPlain then goes through the definitions of the production. For each definition, D, it calls prepareDefsForPlain, which acts on the newDefs of D.

PrepareDefsForPlain goes through the definitions in the newDefs of D (which may grow). It keeps calling prepareDefForPlain as long as prepareDefForPlain makes any changes to the newDefs list. After that, prepareDefsForPlain goes on to the next definition. PrepareDefForPlain acts only on the first optional it finds in the expressions of the definition. Since a definition may contain several optionals, it may be necessary to call prepareDefForPlain several times before no optionals remain in the definition on which it is acting. See the in-line documentation of prepareDefForPlain for details.

PrepareDefForPlain deals with an optional by making a copy of the definition containing the optional and inserting the copy in the newDefs list immediately after the original. In the original, it removes the optional completely and substitutes either a single falseExp (if the expressions of the optional are all constants) or one or more nullExps (otherwise). In the copy, it replaces the optional with the expressions of the optional. If the expressions of the optional are all constants, trueExp is inserted immediately before the expressions.

For each definition d in the newDefs of D, printYaccForPlain does the following:
  • To help with checking labels as described in Section 13.10.7, possibly change some expressions in d.
  • Call printYaccRule to print the YACC definition corresponding to d.
  • If any expressions were changed to help with label checking, change them back to they way they were.
  • Call printYaccAction to print the action for d.

PrintYaccRule goes through the expressions of d. It calls printYaccExpression to print each of them except for any occurrences of nullExp, trueExp, and falseExp. It does not print nullExp and falseExp because they represent expressions that do not appear in the rule. It does not print trueExp because trueExp refers to the constant expressions that follow it that used to be part of an optional, which will be printed.

PrintYaccAction also goes through the expressions of d. It uses a counter to count positions in
the expressions. PrintYaccAction sets the position counter to 1, prints the beginning of a call to a class constructor, and then for each expression in d calls printYaccActionItem to possibly print an argument of the constructor and possibly update the position counter. For each expression E in d:

- If E is nullExp, 0 is printed in the constructor arguments representing a null pointer argument. The position counter is not incremented because nothing was printed for nullExp in the YACC definition.
- If E is falseExp, false is printed in the constructor arguments representing a false boolean argument. The position counter is not incremented because nothing was printed for falseExp in the YACC definition.
- If E is trueExp, true is printed in the constructor arguments representing a true boolean argument. The position counter is not incremented because nothing was printed for trueExp in the YACC definition.
- If E is a TERMINAL or NONTERMINAL (a non-constant item) $N is printed in the constructor arguments, where the value of N is the current value of the position counter, and then the counter is incremented.
- If E is anything else, it is a constant, so no constructor argument is printed, but the position counter is incremented because the constants were printed in the YACC definition.

The steps in the progression from EBNF production to YACC rule for rmeasSpecVecbldOrient are shown in Figure 21. This is the simplest possible example in which an optional containing only constants is used.

In Figure 21, the single definition in the EBNF production at the top is processed to give the two EBNF definitions in the middle, which are the newDefs of the definition at the top. This is done in printYaccForPlain which first calls makeNewDefs then calls prepareDefsForPlain, which calls prepareDefForPlain three times.

The definitions in the middle of Figure 21 are then processed to give the YACC rule at the bottom.

- The second line of YACC is printed from the upper middle definition by printYaccRule.
- The third line of YACC is printed from the upper middle definition by printYaccAction.
- The fourth line of YACC is printed from the lower middle definition by printYaccRule.
- The fifth line of YACC is printed from the lower middle definition by printYaccAction.

---

1. Of course debnf2pars is acting on the C++ representation of the EBNF production, but there is no print representation of that. The font for C++ is used in the discussion.
An example involving nested \textit{optionals} that are not all constants is shown in Figure 22. The steps in the progression from EBNF \textit{production} to YACC rule for \textit{promptIntEnd} are shown in the figure. The first \textit{definition} in the EBNF \textit{production} at the top is processed to give the first three EBNF \textit{definitions} in the middle (which are the \textit{newDefs} of the first \textit{definition} at the top). The second \textit{definition} at the top is processed to give the fourth \textit{definition} in the middle (which is the \textit{newDefs} of the second \textit{definition} at the top). The same functions are involved as in Figure 21, but here \textit{prepareDefsForPlain} is called twice (once for each \textit{definition} at the top), and \textit{prepareDefForPlain} is called six times (five to make the first three \textit{definitions} in the middle, and once for the fourth \textit{definition}).

The eight lines in the middle of the YACC rule are built by processing the four \textit{definitions} in the middle. For each \textit{definition}, first \textit{printYaccRule} is called and then \textit{printYaccAction} is called.
13.10.3.3 Writing rules for productions that are lists in default form

If the isList attribute of a production is true and its fixType is fixNone, then it is a list in default form, and printYaccProduction calls printYaccForListDefault to print the rule. The default form of the EBNF for a comma-separated list is shown at the top of Figure 23. The YACC rule that would be printed by printYaccForListDefault is shown at the bottom of the figure. In the first definition and action of the rule, the thing is the first item on the list, so a new list of thing is made, and the thing is put at the end of the list (which is also the front, since there is only one element). In the second definition and action of the rule, the beginning of the list already exists and thing comes after that, so the thing is inserted at the end of the list.

For a list that is not comma-separated, everything is the same except that the , c in the EBNF at the top is not there, and the C in the second definition of the rule is not there.
13.10.3.4 Writing rules for productions in which shift/reduce conflicts are fixed

If a production has had a shift/reduce conflict that is not the simplest type, the value of its fixType attribute will be one of those shown in the first column of Table 2, and the rule for it will be printed by the function in the second column. The third column gives an example of a production that has the given fixType. The fourth column gives the number of productions in dmis.debnf with that fixType. In the case of fixListItemDeleted, the production is not printed at all.

If a production has any of the last four fixTypes in the first column, it will have been modified before printing YACC begins. In order to print the YACC rule’s actions in terms of the C++ classes derived from the unmodified productions while the rule’s definitions are printed from the modified productions, the functions in the second column are necessarily complex. They are all heavily documented in debnf2pars.y. The documentation includes examples.

Table 2. Printing Productions with Shift/Reduce Conflicts

<table>
<thead>
<tr>
<th>fixType</th>
<th>top printing function</th>
<th>example production</th>
<th>productions with fixType</th>
</tr>
</thead>
<tbody>
<tr>
<td>fixListItemDeleted</td>
<td>NA</td>
<td>displaySpecItem</td>
<td>16</td>
</tr>
<tr>
<td>fixListItemsInserted1</td>
<td>printYaccForFixList1</td>
<td>snslctWristAngleList</td>
<td>1</td>
</tr>
<tr>
<td>fixListItemsInserted2</td>
<td>printYaccForFixList2</td>
<td>displaySpecList</td>
<td>16</td>
</tr>
<tr>
<td>fixProdC</td>
<td>printYaccForNewDefs</td>
<td>datsetSpecC</td>
<td>5</td>
</tr>
<tr>
<td>fixProdCUser</td>
<td>printYaccForNewDefs</td>
<td>datsetDats</td>
<td>13</td>
</tr>
</tbody>
</table>

Here we describe only printYaccForFixList2, its subordinate printYaccForFixDef2, and its
precursor \textit{insertItemInList}. The other three functions listed in Table 2 are of the same general nature. Read the in-line documentation to get the details.

\texttt{PrintYaccProduction} will call \texttt{printYaccForFixList2} to print the YACC rule for a \textit{production} if the \textit{fixType} of the \textit{production} is \texttt{fixListItemsInserted2}. That \textit{fixType} is assigned only in \textit{insertItemInList}, which may have been called by any of three conflict-fixing functions.

\textit{InsertItemInList} takes three arguments:

\begin{itemize}
  \item \texttt{listItem} - a pointer to a \textit{production} for the list item
  \item \texttt{theList} - a pointer to a \textit{production} that is a list of the \texttt{listItem}
  \item \texttt{commaInside} - a boolean that is \texttt{true} if there should be a comma inside the recursive use of the list and \texttt{false} if there should be a comma outside the recursive use of the list.
\end{itemize}

\textit{InsertItemInList} makes new \texttt{definitions} for the (only) \texttt{definition} of a list. The new \texttt{definitions} are right recursive with the comma inside the recursion if \texttt{commaInside} is \texttt{true} and outside (before) the recursion if \texttt{commaInside} is \texttt{false}, i.e. each new \texttt{definition} follows one of the following patterns:

\begin{itemize}
  \item \texttt{aListItem, [c, theList]}
  \item \texttt{aListItem, c, [theList]}
\end{itemize}

Call the old \texttt{definition} of the list \texttt{oldDef} and the first new \texttt{definition} of the list \texttt{neoDef}. Call \texttt{oldDef->newDefs newDefs}.

\textit{InsertItemInList}:

\begin{itemize}
  \item creates \texttt{neoDef} by copying \texttt{oldDef} then removing the list item and reassembling what is left so the \texttt{neoDef} is in one of two forms: \texttt{[c, theList]} or \texttt{c, [theList]}
  \item creates the \texttt{newDefs}
  \item inserts \texttt{neoDef} as the first member of the \texttt{newDefs}
  \item puts as many copies of \texttt{neoDef} into \texttt{newDefs} as there are \texttt{definitions} of \texttt{listItem}.
  \item copies the \texttt{expressions} from each \texttt{definition} in \texttt{listItem->defs} onto the beginning of the corresponding \texttt{definition} in the \texttt{newDefs}
  \item sets the \texttt{className} of each \texttt{definition} in the \texttt{newDefs} to the \texttt{className} of the corresponding \texttt{definition} in \texttt{listItem->defs}. This is needed so that the correct class of list item can be instantiated in the actions.
  \item sets the \texttt{fixType} of \texttt{theList} to \texttt{fixListItemsInserted2}
  \item makes a \texttt{prodList} called \texttt{prodSet} of all the \texttt{productions} used in \texttt{newDefs}
  \item changes the \texttt{usedIn} list of each \texttt{production} in \texttt{prodSet} by adding \texttt{theList}
  \item removes \texttt{theList} from \texttt{listItem->usedIn}
  \item if \texttt{listItem->usedIn} is then empty: (1) sets \texttt{fixType} of \texttt{listItem} to \texttt{fixListItemDeleted} and (2) removes \texttt{listItem} from the \texttt{usedIn} list of each \texttt{production} in \texttt{prodSet}.
\end{itemize}

Figure 24 shows, as an example, the action of \textit{insertItemInList} on \texttt{displySpecList}. 

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Note that when `insertItemInList` is done, the `newDefs` of the one `definition` of the `List` have been set.

`PrintYaccForFixList2` goes through the `newDefs` and, for each of them, calls either `printYaccForFixDef2` (15 of the 16 times it is called) or `printYaccForFixDef1` (1 of the 16 times). Only `printYaccForFixDef2` is described here.

The most important argument to `printYaccForFixDef2` is one `definition` D of a list (D is any of the `newDefs` mentioned above). `PrintYaccForFixDef2` makes the `newDefs` for D by calling `prepareDefsForPlain`. Then it goes through the `newDefs` of D and prints a YACC `definition` (by calling `printYaccRule`) and a YACC action for each one (call it d). The actions differ according to whether d has the recursive list (which will be at the end of the `expressions` of d in that case) or not.

What `printYaccForFixDef2` prints for the first `definition` in the “After” `production` shown in Figure 24 is shown in Figure 25. Since that `definition` has two `optionals`, four `definition/action` pairs are printed.

So that `printYaccForFixDef2` knows what type of list to make, the class name of the `production` that is the list item (`displySpecItem` in Figure 25) is passed to it as an argument. The class name of D (`displySpecItem_1` in Figure 25) is also passed in so that the function will know what kind of item to make and add to the list.

---

Before:

```plaintext
displySpecList =
    [displySpecList, c], displySpecItem
;

displySpecItem =
    device, c, DMIS, [c, vLabel]
    | device, c, vLabel
    ;
```

---

After

```plaintext
displySpecList =
    device, c, DMIS, [c, vLabel], [c, displySpecList]
    | device, c, vLabel, [c, displySpecList]
    ;
```

---

**Figure 24. Example of Effect of InsertItemInList**

Note that when `insertItemInList` is done, the `newDefs` of the one `definition` of the `List` have been set.

`PrintYaccForFixList2` goes through the `newDefs` and, for each of them, calls either `printYaccForFixDef2` (15 of the 16 times it is called) or `printYaccForFixDef1` (1 of the 16 times). Only `printYaccForFixDef2` is described here.

The most important argument to `printYaccForFixDef2` is one `definition` D of a list (D is any of the `newDefs` mentioned above). `PrintYaccForFixDef2` makes the `newDefs` for D by calling `prepareDefsForPlain`. Then it goes through the `newDefs` of D and prints a YACC `definition` (by calling `printYaccRule`) and a YACC action for each one (call it d). The actions differ according to whether d has the recursive list (which will be at the end of the `expressions` of d in that case) or not.

What `printYaccForFixDef2` prints for the first `definition` in the “After” `production` shown in Figure 24 is shown in Figure 25. Since that `definition` has two `optionals`, four `definition/action` pairs are printed.

So that `printYaccForFixDef2` knows what type of list to make, the class name of the `production` that is the list item (`displySpecItem` in Figure 25) is passed to it as an argument. The class name of D (`displySpecItem_1` in Figure 25) is also passed in so that the function will know what kind of item to make and add to the list.
13.10.4 Reporting errors

Section 3.6 of the Users Manual describes what the parser’s error and warning messages mean; read that first.

Error reporting in `dmis.y` is handled using the built-in facilities provided by YACC. If a YACC parser receives an input token from the lexer that does not match any rule:

- It calls the `yyerror` function.
- It discards any partially parsed rules until it returns to a state in which it could shift the special “error” symbol.
- It resumes parsing, starting by shifting an “error” token. YACC rules are included in `dmis.y` as described in Section 13.10.5 that match the “error” token.

The `yyerror` function defined in `dmis.y` reports the lexer message in `lexMessage` buffer if there is one and reports the error message generated automatically by the parser if not. Then it prints the line of text on which the error occurred, up to the point at which the error occurred. The text is found in the `lineText` buffer where the lexer has stored it.

The lexer and the parser collaborate in implementing error reporting. Many errors are detected by the lexer defined in `dmis.lex`. Whenever the lexer detects an error, it puts an error message in the `lexMessage` buffer and returns BAD. When the parser gets the BAD token, it finds that no YACC rule uses it and goes through the steps in the bullets above.

The only role of `debnf2pars` in this is to print the hard-coded text in `dmis.y` that makes it happen.

13.10.5 Continuing through errors

See the “lex & yacc” book regarding `error` and `yyerrok` in YACC.

To continue through errors, the parser looks for any parser error followed by the end of a statement. If that is found, the parser is reset by the code shown in Figure 26, which consists of a YACC definition using the special YACC symbol `error` and an action in C++ code. The action

**Figure 25. Example of What printYaccForFixDef2 Prints**
adds one to \texttt{numErrors}, resets global variables \texttt{aLabelFound} and \texttt{setLabelType} to what they need to be at the beginning of a line, and uses \texttt{yyerrok}. After that action, the parser is ready to continue at the beginning of the next line of DMIS code.

The code shown in the figure is inserted by \texttt{debnf2pars} at the end of the YACC code for the following YACC rules: \texttt{dmisFirstStatement}, \texttt{dmisFreeStatement} (which covers 179 types of DMIS statement), \texttt{endfilStm}, \texttt{endgoStm}, \texttt{endmesStm}, \texttt{endselStm}, \texttt{endsimreqtStm}, and \texttt{endxtnStm}. It would be good if that code were inserted at the end of the rule for every DMIS statement, but for the following rules, inserting the code shown in the figure produces a reduce/reduce conflict with \texttt{dmisFreeStatement}, so the code is not inserted: \texttt{caseStm}, \texttt{dftcasStm}, \texttt{endcasStm}, \texttt{doStm}, \texttt{enddoStm}, \texttt{ifStm}, \texttt{endifStm}, \texttt{endmacStm}, and \texttt{extfilStm}.

\begin{figure}[h]
\centering
\begin{verbatim}
error ENDLINe \\
  { 
    numErrors++; 
    yyerrok; 
    aLabelFound = 1; 
    setLabelType = 0; 
  }
\end{verbatim}
\caption{Error Handling Code in YACC}
\end{figure}

13.10.6 Checking labels

The parser defined in \texttt{dmis.y} checks for undefined and multiply defined labels in DMIS input files.

In DMIS, most labels are defined by a DMIS statement that sets a label equal to something. The label being defined is on the left side of an equal sign, and its definition is on the right side. The items on the right side may include labels, and these must have been defined previously. The label on the left side is not defined until the end of the right side is reached. Except for feature labels, a label may not be defined more than once in a DMIS input file. Labels are used in many DMIS statements that do not define labels, and any label used in those statements must already have been defined. There is one exception to this. That is in the DMIS \texttt{EXIST} function which tests whether a label is defined. It is not a parse error if a label being tested in an \texttt{EXIST} function is not defined. This exception is dealt with using the \texttt{handleLabel} function in \texttt{dmis.y}.

The \texttt{doLabel} function and the YACC actions in \texttt{dmis.y} that deal with labels use the global variables \texttt{aLabel}, \texttt{aLabelFound}, \texttt{aLabelType}, \texttt{setLabel}, and \texttt{setLabelType}. The name of a label that needs to be remembered is placed in \texttt{aLabel} and the type of the label is placed in \texttt{aLabelType}.

The \texttt{doLabel} function is called by the actions for all rules that read labels. The action that calls \texttt{doLabel} places the type of the label in the \texttt{labelType} argument of \texttt{doLabel} and the name of the

\begin{footnote}
1. It should be possible to eliminate the reduce/reduce conflict problem by inserting the code after every statement that is a \texttt{dmisFreeStatement} rather than at the end of \texttt{dmisFreeStatement}. However, there are nearly 200 kinds of \texttt{dmisFreeStatement}, so that would be a big pain.
\end{footnote
label in the `labelName` argument. At the time `doLabel` is called, if `aLabelFound` is set to 0, that indicates a label error has already occurred in the DMIS statement being parsed. In this case `doLabel` does nothing so that the existing error will be remembered.

If there is no previous label error in a statement, then `doLabel` sets `aLabelType` to the `labelType` argument and sets `aLabel` to the `labelName` argument. Also, `aLabelFound` is reset to 1 if a label of the given `labelType` and `labelName` has already been recorded and to 0 if not. `aLabelFound` being set to 0 does not indicate an error at this point.

If an equal sign is encountered after a label, the value of `aLabelFound` should be 0, since the equal sign indicates that the label is being defined. If the value is 0, `setLabel` is set to `aLabel`, `setLabelType` is set to `aLabelType`, and `aLabelFound` is set to 1. If the value is not 0 and the definition is not for a feature, a warning message is issued indicating the label may be multiply defined.

When the end of line is reached, if `setLabelType` is not 0, that indicates a label has been defined, so the `setLabel` is recorded, and `setLabelType` is set back to 0. Also, if `aLabelFound` is 0, a warning message is issued indicating an undefined label may have been used, and `aLabelFound` is reset to 1.

Some labels in DMIS are not defined using an equal sign but by some other construction. This includes labels defined by `CONST/SGAGE`, `CONST/SPART`, `DATDEF`, or `DATTRGDEEF`. For those statements, special actions for label checking are triggered by a comma rather than an equal sign.

### 13.10.7 A YACC technique used for label checking

The label checking described in the previous section requires that global variables be set and reset in the process of parsing part of a DMIS statement represented by a single YACC rule (call the rule R). It is possible to do this using mid-rule actions, but that is cumbersome. A better method used in `debnf2pars` is to print a new rule in `dmis.y` that is an alias for the `expression` at which an action should occur, attach the action to the new rule, and substitute the alias for the `expression` in R at which the action should be taken.

For example, the expected YACC rule for the DMIS `OPERID` statement would be:

```
  opLabel EQUALS OPERID SLASH stringVal ENDLINE
```

but a label checking action should be taken immediately after the `EQUALS` is parsed, and another label checking action should be taken after `ENDLINE`.

To handle the situation, two YACC rules are printed that are not in the EBNF: `equalSign` as an alias for `EQUALS` and `endOfLine` for `ENDLINE`. Then the YACC rule for the `OPERID` statement is written using the aliases:

```
  opLabel equalSign OPERID SLASH stringVal endOfLine
```

The rules for `equalSign` and `endOfLine` are followed by actions that issue warning messages if there is a problem and then reset the global variables used in label checking.

Using aliases this way does not confuse the YACC processor. The YACC processor would signal a reduce/reduce conflict if there were two aliases for the same thing (such as `EQUALS : '='` and `equalSign : '='`), but since the aliases are in series (`EQUALS : '='` and `equalSign : EQUALS`), not in parallel, no conflict arises.

The following rules, all of which are used for label checking, are printed by `debnf2pars` at the
beginning of the YACC rules in dmis.y.
  • endOfLine (an alias for ENDLINE)
  • equalSign (an alias for EQUALS)
  • defCheckComma (an alias for a comma)
  • undefCheckComma (an alias for a comma)
  • existLParen (an alias for a left parenthesis)
  • existRParen (an alias for a right parenthesis)

See the documentation of printYaccProductionsStart in debnf2pars.y for more details.

13.11 Generating dmis.lex

Much of the printing of dmis.lex is hard coded. That is, most of the text that ends up in dmis.lex may be found as strings in debnf2pars.y. The top level printLex function in debnf2pars.y:
  • calls printLexStart
  • calls printLexMiddle
  • calls printLexToken for every entry in the tokenNames array
  • calls printLexEnd

Several issues lead to complexity in dmis.lex. Descriptions of the issues and how they are handled in the printing of dmis.lex follow. The handling of several of the issues is done by using states in dmis.lex. In total, 12 states are used. They are printed into dmis.lex near the end of printLexMiddle. Line continuations and comments in DMIS files will be removed by the preprocessor, so dmis.lex does not have to handle them.

13.11.1 Using the pre-processed DMIS file

The lexer built from dmis.lex reads the pre-processed DMIS file, not the original. The pre-processed file has a line number at the beginning of each line. The line numbers need to be read (and stored in lineNo). That is handled in dmis.lex by code printed by print LexEnd. The preprocessor also handles MACRO and CALL specially; see Section 13.11.4.

13.11.2 Strings in DMIS

Strings in DMIS start and end with a single quote character, but if there are two single quote characters together inside a string, that represents a single quote that is part of the string. The INSTRING state is used in dmis.lex for handling strings. The code for reading strings is printed by printLexEnd.

13.11.3 Communication between dmis.y and dmis.lex

There is a fair amount of interplay between the parser built from dmis.y and the lexer built from dmis.lex. This is implemented by 8 shared variables (resetLex, lexMessage, lexWarning, lineText, lineNo, get CallArgs, inDecl, macrosReal). These variables are set, tested, and used in dmis.y and dmis.lex. They are declared as extern in dmis.lex. Printing those declarations is done near the beginning of printLexMiddle.

1. One of them, macrosReal, seems to have been made obsolete as a variable in dmis.y and dmis.lex (it is set in both but neither uses it). The name macrosReal, however, has migrated to dmis.cc where it is still needed, so getting rid of its obsolete uses must be done carefully.
13.11.4 MACROs

When the lexer built from dmis.lex encounters a MACRO statement in a preprocessed DMIS input file, it treats the lines of the MACRO as strings until it hits the ENDMAC line that ends the MACRO. So that the lines of the MACRO can be used without case confusion when the MACRO is CALLED, they are converted to upper case (except in quoted strings) and saved. The preprocessor has inserted a line number before each line, and that also needs to be handled. MACRO, ENDMAC, and the lines in between are handled in dmis.lex by code printed by printLexEnd. Three states are involved: MACROIN, MACROLINE, and MACROLINENUM.

13.11.5 Scope of variables

A DMIS MACRO may include DECL statements that declare variables. The preprocessor puts the text of a MACRO into every CALL to the MACRO with the arguments to the MACRO replaced by the arguments to the CALL. The lexer built from dmis.lex treats the lines of CALL blocks as normal DMIS. For the purposes of checking for multiply declared and undeclared variables, it is necessary to keep track of the scope of variables inside of CALLs. Since a CALL block may include another CALL, a stack of scopes must be maintained. The code for this in dmis.lex is written by printLexMiddle. It includes defining three classes (varAndType, scope, and scopeList) and using a scopeStack global variable.

13.11.6 Label names

Dealing with labels in dmis.lex is a big problem. There is a 2-page discussion of this in the documentation of printLexToken. Three states are involved in handling labels in dmis.lex: READLABEL, READ2, and AT2. The text for handling labels is printed by printLexEnd.

13.11.7 DMIS/OFF

When a DMIS/OFF command is read by the lexer built from dmis.lex, all the lines following that in the original DMIS input file are uninterpretable strings, up to a DMIS/ON command. The strings need to be saved so they can be reprinted. However, the preprocessor has inserted a line number before each line which is not part of the string, and that needs to be handled. DMIS/OFF and DMIS/ON and the lines in between are handled by code printed by printLexEnd. Three states are involved: DMISOFFIN, DMISOFFLINE, and DMISOFFLINENUM.

13.11.8 Arguments to CALL

The arguments to a CALL statement (which have already been inserted in the text of the CALLED MACRO by the preprocessor) are treated as a string in the lexer built from dmis.lex. To enable this, the CALLARGS state is used in dmis.lex. The text using CALLARGS is printed by printLexEnd.

14 Building the Generators

Source code for the generator is in the generator directory. The structure of that directory is shown in Figure 27. There is no binLinux or binSun because the executables that would go in those directories are built directly in the subdirectories with those names in the utilityComponents/linuxSun directory.
14.1 Building debnf2pars

The debnf2pars executable is built starting with the following hand-written files found in generator/linuxSun/source or generator\windows\source:

- debnf2pars.y
- debnf2pars.lex
- ebnfClasses.hh (.h for windows)
- ebnfClasses.cc (.cpp for windows)

The first two are not C++ files, but C++ files are created from them. This may be done the same way in Linux and Sun. Windows is the same except for using backslashes instead of slashes and working from a Windows directory.

To build debnf2parsYACC.cc and debnf2parsYACC.hh from debnf2pars.y, get into the generator/linuxSun directory and give the command:

```
bison -d -l -o source/debnf2parsYACC.cc source/debnf2pars.y
```

To build debnf2parsLex.cc from debnf2pars.lex, get into the generator/linuxSun directory and give the command:

```
flex -L -t source/debnf2pars.lex > source/debnf2parsLex.cc
```

14.1.1 Linux

The utilityComponents/linuxSun/binLinux/debnf2pars executable file is built by getting into the generator/linuxSun directory and executing

```
make ../../utilityComponents/linuxSun/binLinux/debnf2pars
```

If debnf2parsYACC.cc (and debnf2parsYACC.hh) or debnf2parsLex.cc does not yet exist, the `make` command starts by calling bison and/or flex as described above. Once those files exist, the `make` command calls the compiler to:
• compile debnf2parsYACC.cc into debnf2parsYACC.o,
• compile debnf2parsLex.cc into debnf2parsLex.o,
• compile ebnfClasses.cc into ebnfClasses.o,

Those files are put into the generator/linuxSun/ofilesLinux directory.

Then the make command calls the linker to link the three object files into the debnf2pars executable and puts it in the utilityComponents/linuxSun/binLinux directory.

14.1.2 Sun

The utilityComponents/linuxSun/binSun/debnf2pars executable file is built by getting into the generator/linuxSun directory and executing

```
make ../../utilityComponents/linuxSun/binSun/debnf2pars
```

If debnf2parsYACC.cc (and debnf2parsYACC.hh) or debnf2parsLex.cc does not yet exist, the make command starts by calling bison and/or flex as described above. Once those files exist, the make command calls the compiler to:

• compile debnf2parsYACC.cc into debnf2parsYACC.o,
• compile debnf2parsLex.cc into debnf2parsLex.o,
• compile ebnfClasses.cc into ebnfClasses.o,

Those files are put into the generator/linuxSun/ofilesSun directory.

Then the make command calls the linker to link the three object files into the debnf2pars executable and puts it in the utilityComponents/linuxSun/binSun directory.

14.1.3 Windows

The utilityComponents\windows\bin\debnf2pars.exe executable file was built in the generator\windows\debnf2pars\Release directory using the Microsoft Visual C++ 2008 Express Edition and then copied to that file. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A).

14.2 Building generateMore

The generateMore executable is built starting with generator/linuxSun/source/generateMore.cc or generator\windows\source\generateMore.cpp.

14.2.1 Linux

The utilityComponents/linuxSun/binLinux/generateMore executable file is built by getting into the generator/linuxSun directory and executing

```
make ../../utilityComponents/linuxSun/binLinux/generateMore
```

The make command calls the compiler to compile generateMore.cc into generator/linuxSun/ofilesLinux/generateMore.o, and then calls the linker to link the object file into the generateMore executable and puts it in the utilityComponents/linuxSun/binLinux directory.

14.2.2 Sun

The utilityComponents/linuxSun/binSun/generateMore executable file is built by getting into the generator/linuxSun directory and executing

```
make ../../utilityComponents/linuxSun/binSun/generateMore
```
The `make` command calls the compiler to compile `generateMore.cc` into `generator/linuxSun/ofileSun/generateMore.o`, and then calls the linker to link the object file into the `generateMore` executable and puts it in the `utilityComponents/linuxSun/binSun` directory.

14.2.3 Windows

The `utilityComponents\windows\bin\generateMore.exe` executable file was built in the `generator\windows\generateMore\Release` directory using the Microsoft Visual C++ 2008 Express Edition and then copied to that file. For instructions on compiling in Windows, see the System Builders Manual (Section 1.4.3 and Appendix A).