Lecture 4.
How to Write a Netlist Parser?

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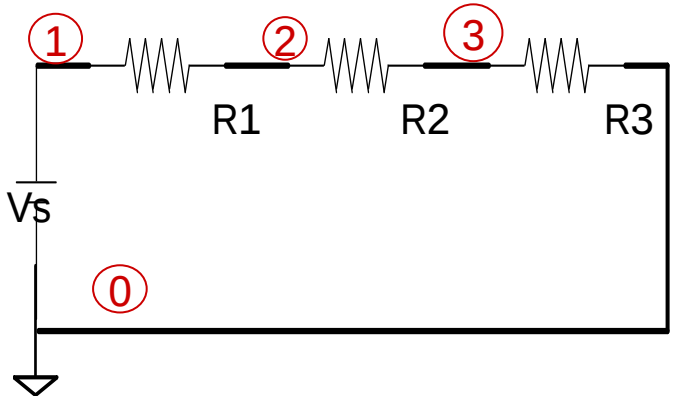
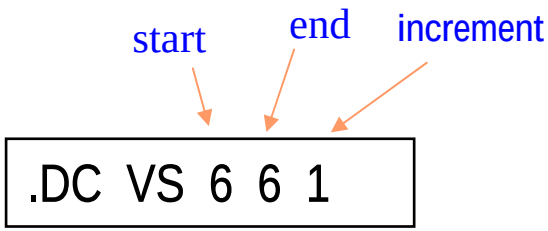
Outline

- Spice Netlist
- Netlist Parsing
- Parser Principle
- Flex and Bison
- Spice Netlist Grammar
- PCCTS
- Assignment 2 (parser)

A Netlist Example

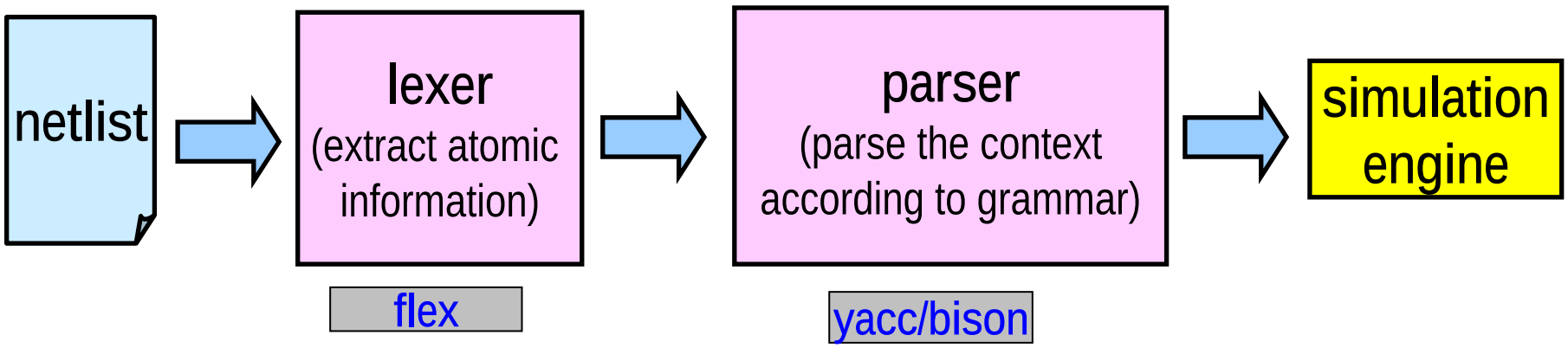





```
* SERIES CIRCUIT (comment line)
VS  1  0  5
R1  1  2  1K
R2  2  3  2K
R3  3  0  3K
.DC   VS   6   6   1
.PRINT DC V(2,3)  V(2)  I(R2)
.END
```

Parser Principle

- **A parser is used to extract structural information from a text file.**
- **A netlist has a simple grammar that defines the meaning of the circuit components.**



Lexical Analysis

- **Regular Expressions (RE)**
  - **An expression is a string of characters**
  - **RE is a set of chars or meta-chars**
  - **REs are used for text searching or string matching**

LF	[\n]
DELIM	[\t]
WS	{DELIM}+
ALPH	[A-Za-z_]
DIGIT	[0-9]
ALPH_NUM	{ALPH}|{DIGIT}
INTEGER	{DIGIT}+
FLOAT	… …
SIGN	"+"|"-"
… …	

Lexical Analysis

- **The first line of a Spice netlist is always treated as a comment line**
- **([^\n])* -- any number of chars (“^”) excluding <newline>**
- **“v”{ALPH_NUM}* -- a name string starting with "v"**
  - **defines a V_ELEMENT**
- **“r”{ALPH_NUM}* -- a name string starting with "r"**
  - **defines an R_ELEMENT**

Flex

- **A fast lexical analyzer generator**
  - **http://www.gnu.org/software/flex/manual**
- **Compile**

  % ***flex filename.lex***

  % ***flex –i filename.lex*** **(case-insensitive scanner)**

- **Flex is still under development, see**
  - **The Flex Project: http://flex.sourceforge.net/**
  - **for the latest source code and documentation**

Flex Input File

- **Input file format**

  Definitions – defining string pattern names

  %%

  Rules – in pairs of [<matching pattern> <action>]

  %%

  User Code – copied verbatim to “lex.yy.c”.

  -- containing routines called by the action part

Grammar 1

- **Suppose we'd like to process the expression**
  - **x1 = (1+2)*3;**
- **This is an arithmetic expression, and can be evaluated.**
- **Suppose our expressions are allowed to have:**
  - **+, -, (,), =**
  - **NUM (integer numbers)**
  - **; (each expr ended by semicolon)**
- **Such expressions can be described by the following grammar:**
  - **(next page)**

Grammar 2

L → ID = E; L | empty
E → E add_op T | T
T → T mul_op F | F
F → NUM | (E)

- ID is an identifier (variable) for storing the expression value.
- add_op & mul_op are operators “+” & “-”.
- The symbol “|” reads like “OR”.
- The symbol “→” reads like “substitution”: LHS is substituted by RHS.
- The 4 rules define a grammar structure.

Grammar 3

- **L → ID = E; L | empty**
- **This means we can have multiple expressions in the same line,separated by ";". For example,**
- **x1 = 1 + 2; x2 = 2 * (3 + 4);**

- **A grammar looks like recursion. The "L" on the RHS of "→" can be substituted recursively by the mapping, until the point "L = empty" is reached.**

Grammar 4

E → E add_op T | T

T → T mul_op F | F

F → NUM | (E)

higher priority

- **These 3 lines define the expression structure.**
- **The line order is important; it specifies the computation priority.**
  - **Multiplication has the higher priority than Addition.**
- **The line at the bottom usually specifies the atomic expression; i.e., cannot be decomposed further.**

Bison

- A general-purpose parser generator
- Converts an annotated context-free grammar in an LALR(1) parser or GLR parser
- Can be used to develop language parsers
  - from simple desk calculators
  - to complex programming languages
- http://www.gnu.org/software/bison/
- Upward compatible with Yacc

Flex & Bison

- **Bison normally is used together with flex**
  - **flex as a lexical analyzer**
  - **bison as a grammar analyzer**
- **bison and flex are available in** *cygwin*

- **Create a flex file, say,** *example.lex*
  - **%flex example.lex (➔ lex.yy.c)**
- **Create a grammar-action file, say,** *example.y*
- **Compile**
  - ***% bison –d example.y***
  - **[-d] forces to generate** *example.tab.h* **&** *example.tab.c*

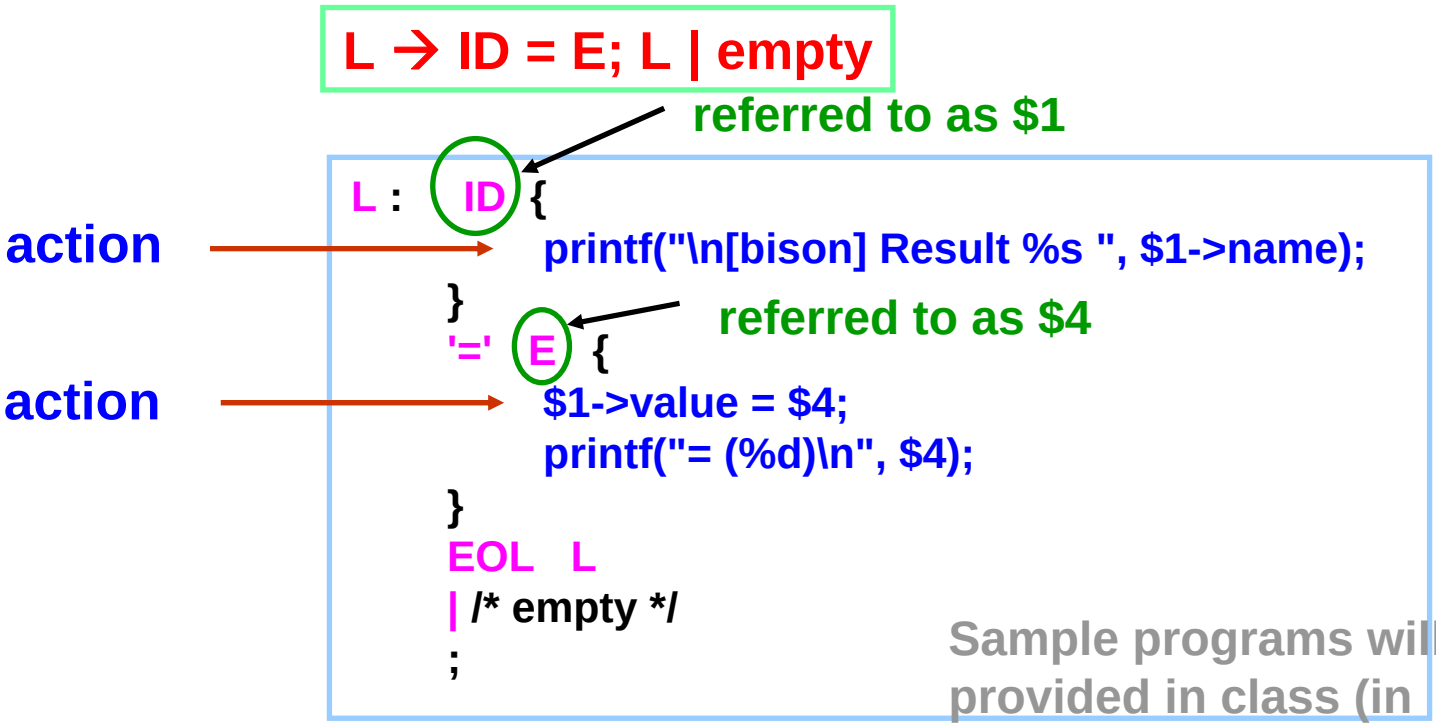
Bison Input File

- **The input file for bison (".y" file) is a grammar file.**
- **It mainly has three sections:**

```
%{
C declarations  -- copied verbatim
%}
Bison declarations
%%
Grammar rules  -- netlist grammar is parsed here
%%
Additional C code
```

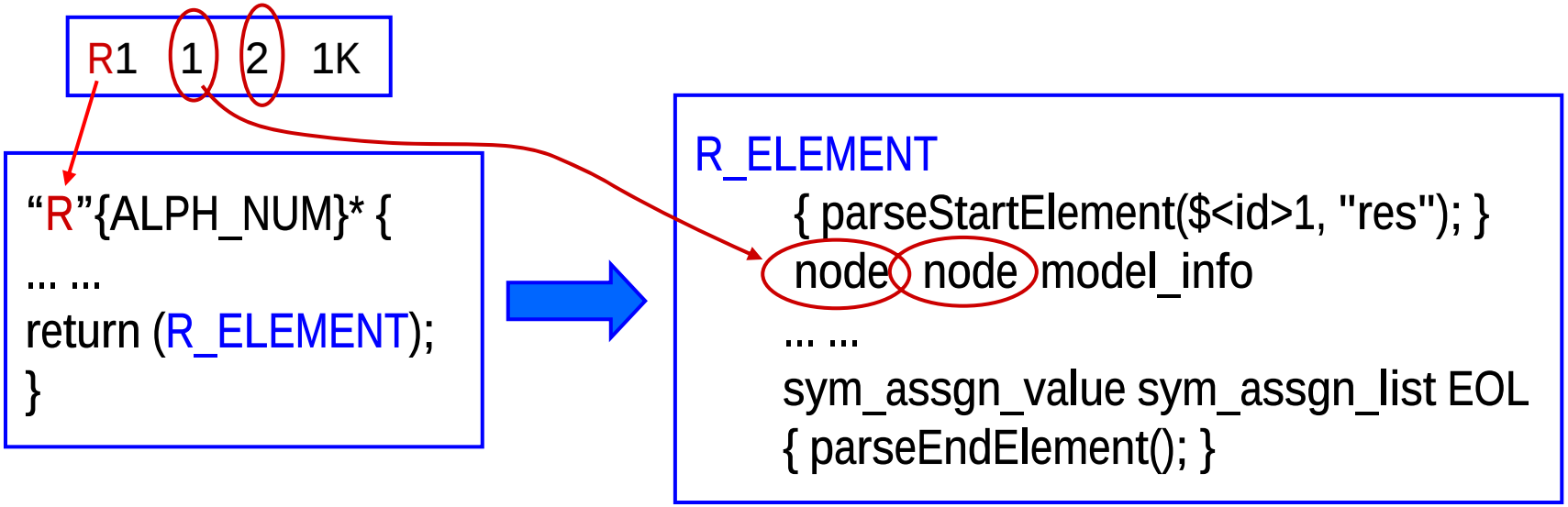
Grammar Parsing (Bison)

- **The "Grammar Rules" section is the place where the actions are taken for the structural elements that match the grammar.**



Flex talks to Bison

Communication between *Flex* and *Bison*



in flex file
“parse.lex”

in bison file
“parse.y”

Linking

- **When linking with object files lex.yy.o, xxx.tab.o, use**

  ..... `-lfl` ... (in cygwin/Linux ...)

Otherwise, you'll see error:

... undefined reference to `_yywrap'

PCCTS

- **PCCTS**
  - **Purdue Compiler Construction Tool Set**
  - **by Terence John Parr (PhD Purdue, 1993)**
  - **A C++ parser generator**
  - **Open source, well documented**
  - **Find it by going to Google**
- **ANTLR**
  - **ANother Tool for Language Recognition**
  - **A parser generator in PCCTS**
  - **First released 1992**
- **Terence John Parr, *Language Translation using PCCTS and C++ (A Reference Guide)*, Automata Publishing Company, San Jose, CA 95129.**

Assignment 2 (parser)

This assignment is for on-line learning.

- **Go to Internet, find some learning materials about flex & bison.**
- **Do some flex/bison exercises on CYGWIN or your Linux installation.**
- **Write a report on what you have done, including some programs you have tried.**
- **You can attempt to write a netlist parser by printing out what is parsed.**
- **Turn in your report to Moodle (or to TA) within a week.**

References

1. T. J. Parr, Language Translation using PCCTS and C++, A Reference Guide, 1993.
2. Online materials on compiler tools.

Acknowledgement

- **Contributors to the open source software tools used in this lecture are greatly acknowledged.**