
Compiler Construction

(CS - 636)

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Outline

1. Top-Down Parsing
2. Recursive-Descent Parsing
3. Summary

Top-Down Parsing

Lecture: 11 &12

Top-Down Parsing

- A top-down parsing algorithm parses an input string of tokens by tracing out the steps in left-most derivation
 - Parse trees implies preorder tree traversals
- Top-down parsers come in two forms; **backtracking parsers** and **predictive parsers**
 - A predictive parser attempts to predict the next construction in the input string using one or more lookahead tokens
 - A backtracking parser will try different possibilities for a parse of the input, backing up an arbitrary amount in the input if one possibility fails

Top-Down Parsing (Continue...)

- Backtracking parsers are more powerful than predictive parsers
- Backtracking parsers are much slower, requiring exponential time in general and, therefore, are unusable for practical compilers
- Two popular top-down parsing algorithms
 1. Recursive-Descent Parsing
 2. LL(1) Parsing

Recursive Descent Parsing

- The idea of Recursive Descent Algorithm is simple;
 - We view the grammar rule for a nonterminal A as a definition for a procedure that will recognize an A
 - The right hand side of the grammar rule for A specifies the structure of the code for this procedure
 - The sequence of terminals on RHS correspond to matches of input
 - The sequence of non terminals on RHS correspond to call to other procedures
 - The choices on RHS correspond to alternatives (case or if-statements) within the code

Recursive Descent Example

Grammar rule:

$$\textit{factor} \rightarrow (\textit{exp}) \mid \textit{number}$$

Code:

```
void factor(void) {  
    if(token == number)  
        match(number);  
    else {  
        match('(');  
        exp();  
        match(')');  
    }  
}
```

Recursive Descent Example (Discussion)

- How lookahead is not a problem in this example?
 - if the token is *number*, go one way, if the token is '(' go the other, and if the token is neither, declare error

```
void match(Token expect) {  
    if (token == expect)  
        getToken();  
    else  
        error(token, expect);  
}
```


Error Handling in RD is Tricky!

- If an error occurs, we must somehow gracefully exit possibly many recursive calls
- Best solution: use exception handling to manage **stack unwinding** (which C doesn't have!)
- But there are worse problems: left recursion doesn't work!

Left Recursion is Impossible

- Grammar

$exp \rightarrow exp \text{ addop } term \mid term$

- Code

```
void exp(void) {  
    if (token == ??) {  
        exp(); // uh, oh!!  
        addop();  
        term();  
    } else  
        term();  
}
```

Repetition & Choice: Using EBNF

- Consider the following grammar and try to write its pseudo code for recursive descent;

$$\textit{if-stmt} \rightarrow \textbf{if} (\textit{exp}) \textit{statement} \mid \\ \textbf{if} (\textit{exp}) \textit{statement} \textbf{else} \textit{statement}$$

- Consider the following grammar and try to convert it in recursive descent compatible grammar:

$$\textit{exp} \rightarrow \textit{exp} \textit{addop} \textit{term} \mid \textit{term}$$

Summary

Any Questions?