MIT 6.1100 Top-Down Parsing

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Orientation

- Language specification
 - Lexical structure regular expressions
 - Syntactic structure grammar
- This Lecture recursive descent parsers
 - Code parser as set of mutually recursive procedures
 - Structure of program matches structure of grammar

Starting Point

- Assume lexical analysis has produced a sequence of tokens
 - Each token has a type and value
 - Types correspond to terminals
 - Values to contents of token read in
- Examples
 - Int 549 integer token with value 549 read in
 - if if keyword, no need for a value
 - AddOp + add operator, value +

Example

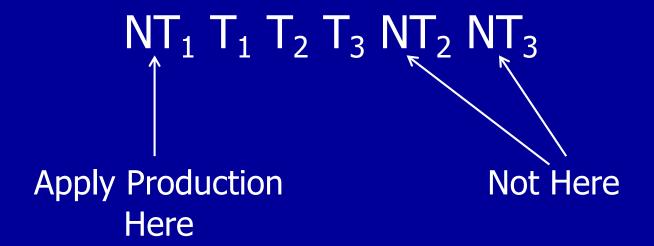
```
Boolean Term()
   if (token = Int n) token = NextToken(); return(TermPrime())
   else return(false)
Boolean TermPrime()
  if (token = *)
        token = NextToken();
        if (token = Int n) token = NextToken(); return(TermPrime())
        else return(false)
  else if (token = /)
        token = NextToken();
        if (token = Int n) token = NextToken(); return(TermPrime())
        else return(false)
  else return(true)
                                    Term → Int Term '
                                    Term ′ → * Int Term ′
                                    Term' → / Int Term'
                                    Term' \rightarrow \epsilon
```

Basic Approach

- Start with Start symbol
- Build a leftmost derivation
 - If leftmost symbol is nonterminal, choose a production and apply it
 - If leftmost symbol is terminal, match against input
 - If all terminals match, have found a parse!
 - Key: find correct productions for nonterminals

Graphical Illustration of Leftmost Derivation

Sentential Form



Grammar for Parsing Example

```
Start \rightarrow Expr
Expr \rightarrow Expr + Term
Expr \rightarrow Expr - Term
Expr \rightarrow Term
Term \rightarrow Term * Int
Term \rightarrow Term / Int
Term \rightarrow Int
```

- Set of tokens is
 { +, -, *, /, Int }, where
 Int = [0-9][0-9]*
- For convenience, may represent each Int n token by n

Parse Tree



Remaining Input

2-2*2

Sentential Form

Start

Current Position in Parse Tree

Parse Tree



Remaining Input

2-2*2

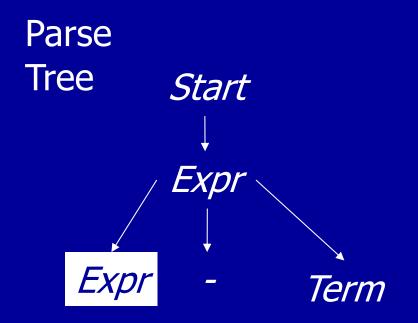
Sentential Form

Expr

Applied Production

 $Start \rightarrow Expr$

Current Position in Parse Tree



Remaining Input

2-2*2

Sentential Form

Expr - Term

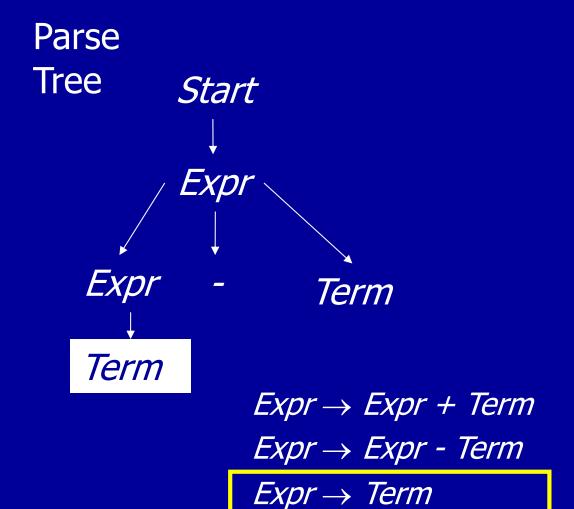
Expr → Expr + Term

Expr → Expr - Term

Expr → *Term*

Applied Production

Expr → Expr - Term



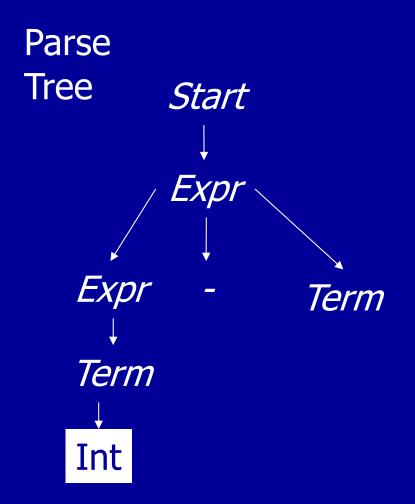
Remaining Input

2-2*2

Sentential Form

Term - Term

Applied Production $Expr \rightarrow Term$



Remaining Input

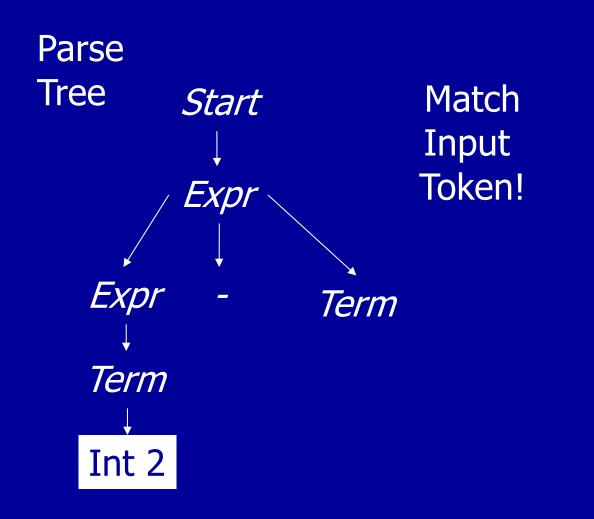
2-2*2

Sentential Form

Int - Term

Applied Production

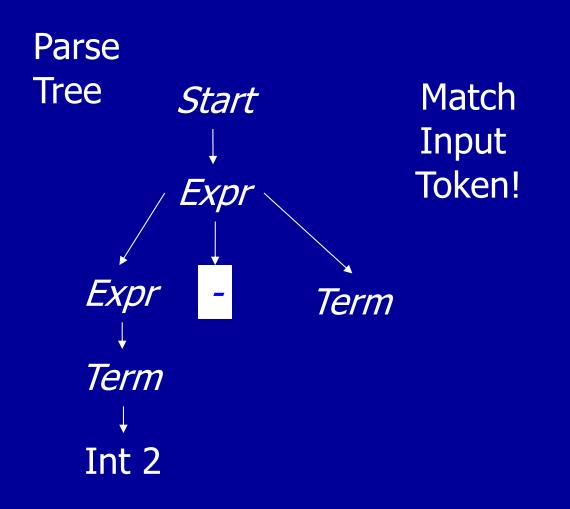
 $Term \rightarrow Int$



Remaining Input

2-2*2

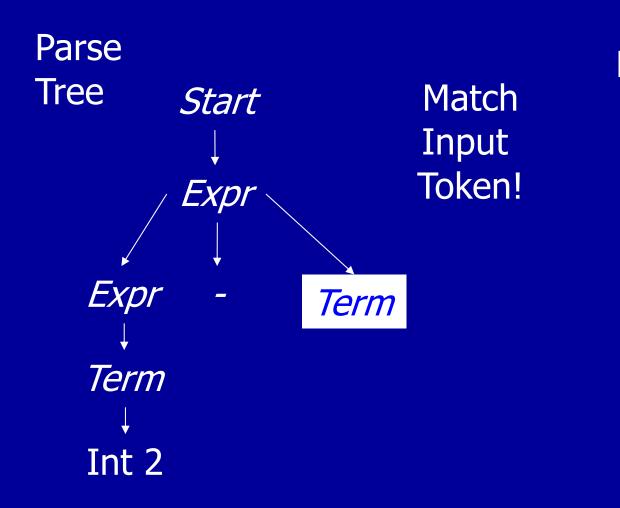
Sentential Form



Remaining Input

-2*2

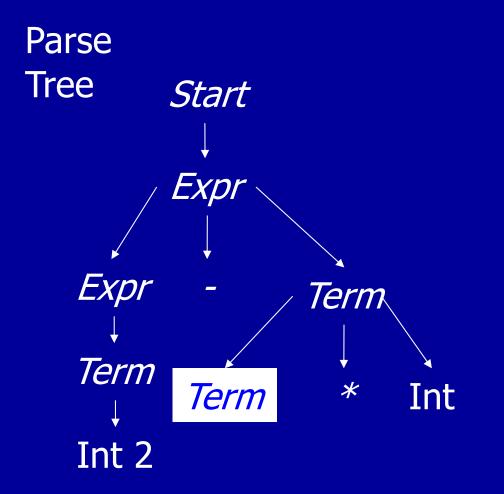
Sentential Form



Remaining Input

2*2

Sentential Form



Remaining Input

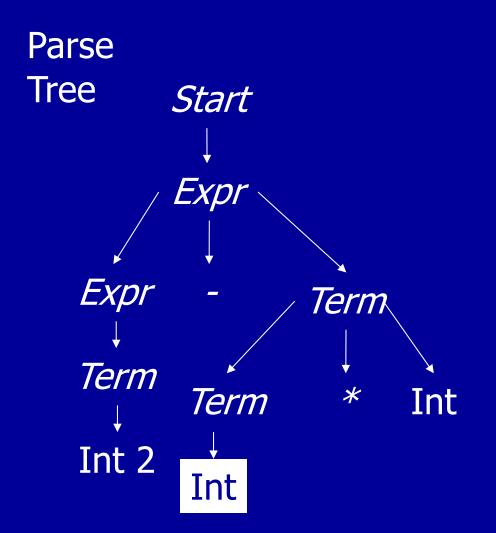
2*2

Sentential Form

2 - Term*Int

Applied Production

Term → *Term* * Int



Remaining Input

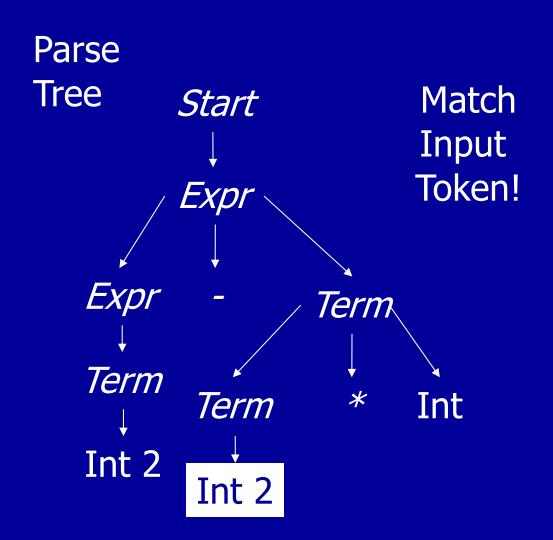
2*2

Sentential Form

2 - Int *Int

Applied Production

 $Term \rightarrow Int$

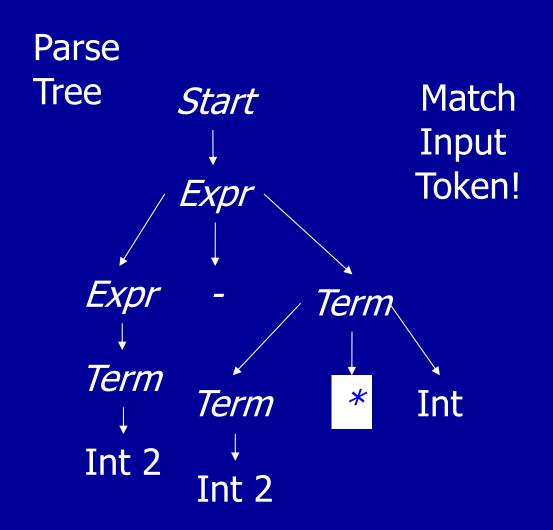


Remaining Input

2*2

Sentential Form

2 - 2 * Int

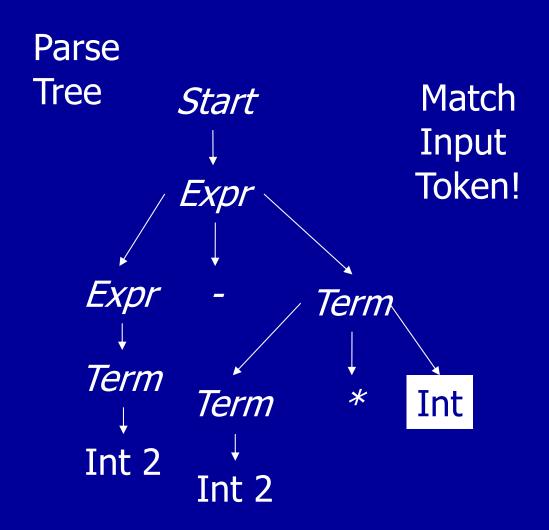


Remaining Input

*2

Sentential Form

2 - 2 * Int

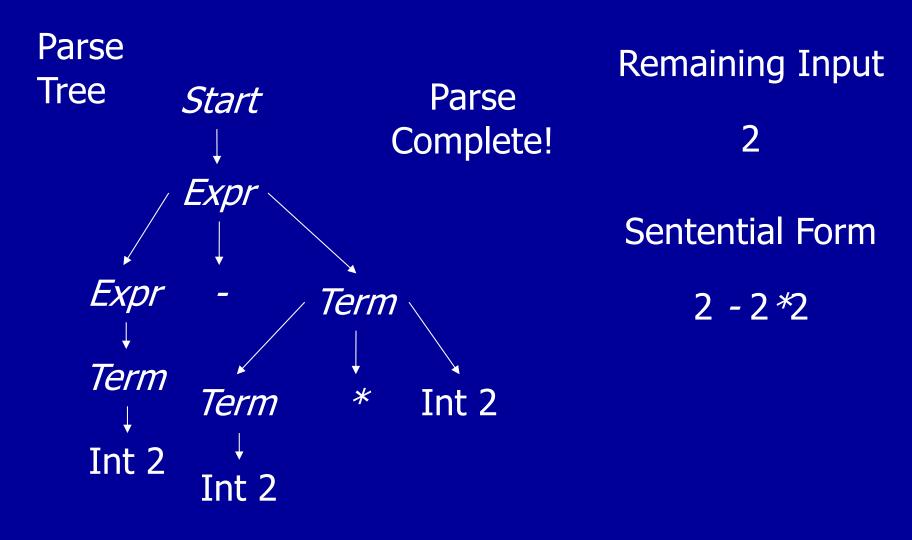


Remaining Input

2

Sentential Form

2 - 2 * Int



Summary

- Three Actions (Mechanisms)
 - Apply production to expand current nonterminal in parse tree
 - Match current terminal (consuming input)
 - Accept the parse as correct
- Parser generates preorder traversal of parse tree
 - visit parents before children
 - visit siblings from left to right

Policy Problem

- Which production to use for each nonterminal?
- Classical Separation of Policy and Mechanism
- One Approach: Backtracking
 - Treat it as a search problem
 - At each choice point, try next alternative
 - If it is clear that current try fails, go back to previous choice and try something different
- General technique for searching
- Used a lot in classical AI and natural language processing (parsing, speech recognition)

Parse
Tree Start

Remaining Input

2-2*2

Sentential Form

Start

Parse
Tree Start

Expr

Remaining Input

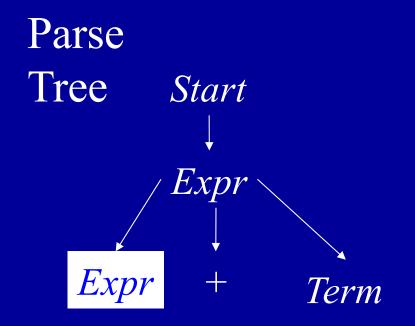
2-2*2

Sentential Form

Expr

Applied Production

 $Start \rightarrow Expr$



Remaining Input

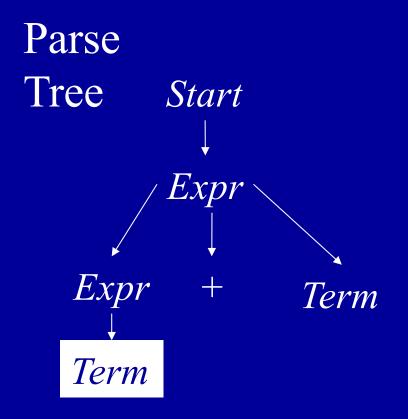
2-2*2

Sentential Form

Expr + Term

Applied Production

 $Expr \rightarrow Expr + Term$



Remaining Input

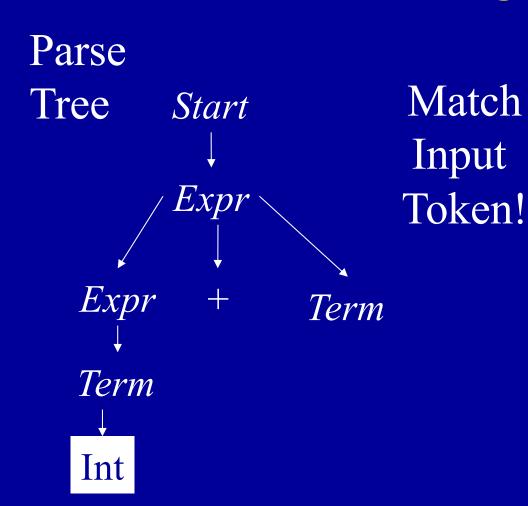
2-2*2

Sentential Form

Term + Term

Applied Production

 $Expr \rightarrow Term$



Remaining Input

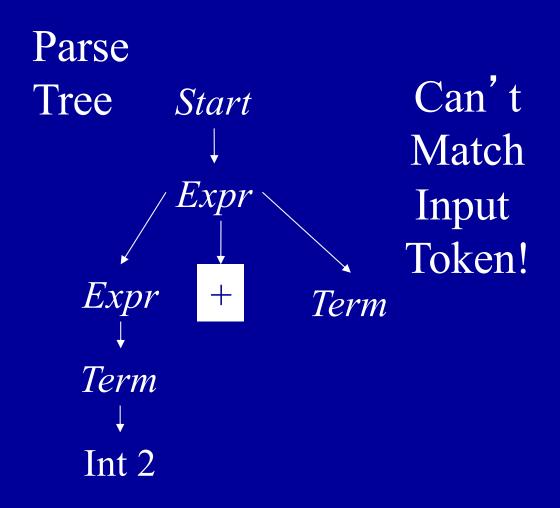
2-2*2

Sentential Form

Int + Term

Applied Production

 $Term \rightarrow Int$



Remaining Input

-2*2

Sentential Form

2 - Term

Applied Production

 $Term \rightarrow Int$

Parse
Tree Start

Expr

So Backtrack! Remaining Input

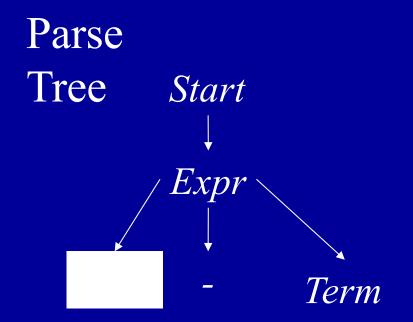
2-2*2

Sentential Form

Expr

Applied Production

 $Start \rightarrow Expr$



Remaining Input

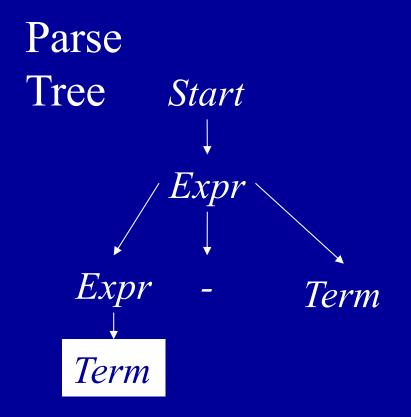
2-2*2

Sentential Form

Expr - Term

Applied Production

 $Expr \rightarrow Expr - Term$



Remaining Input

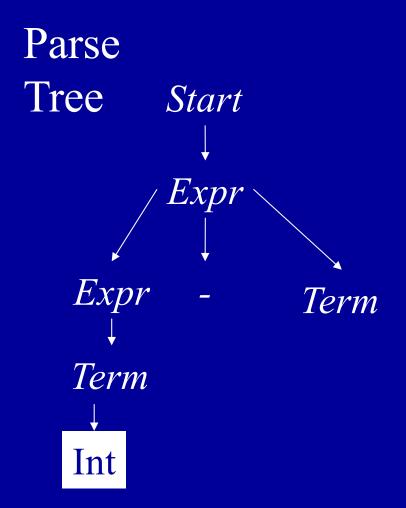
2-2*2

Sentential Form

Term - Term

Applied Production

 $Expr \rightarrow Term$



Remaining Input

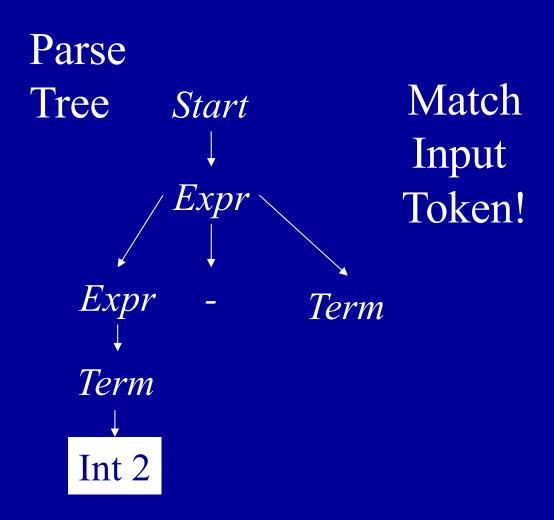
2-2*2

Sentential Form

Int - Term

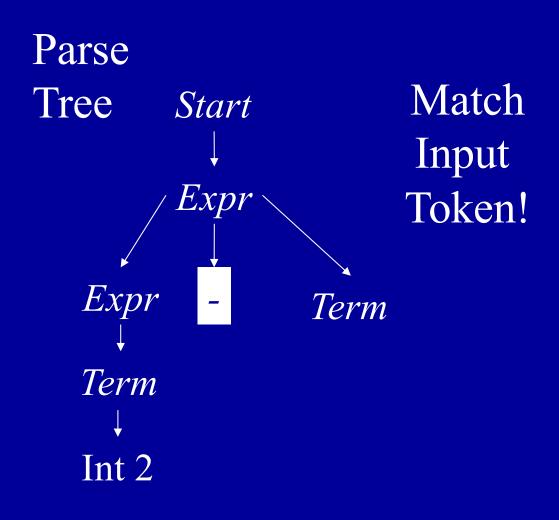
Applied Production

 $Term \rightarrow Int$



Remaining Input
-2*2

Sentential Form



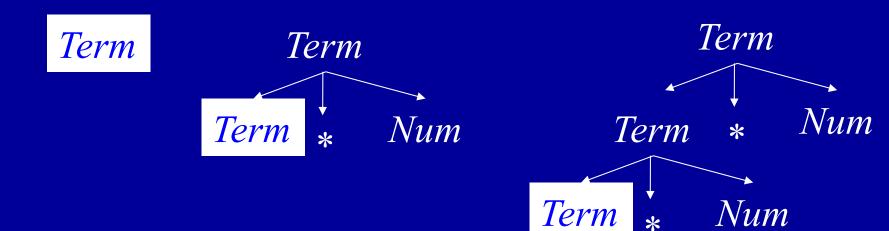
Remaining Input

2*2

Sentential Form

Left Recursion + Top-Down Parsing = Infinite Loop

- Example Production: Term → Term* Num
- Potential parsing steps:

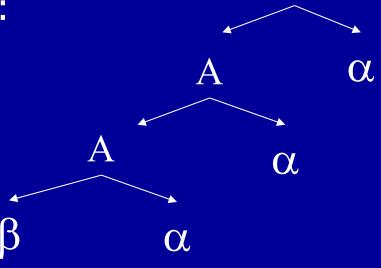


General Search Issues

- Three components
 - Search space (parse trees)
 - Search algorithm (parsing algorithm)
 - Goal to find (parse tree for input program)
- Would like to (but can't always) ensure that
 - Find goal (hopefully quickly) if it exists
 - Search terminates if it does not
- Handled in various ways in various contexts
 - Finite search space makes it easy
 - Exploration strategies for infinite search space
 - Sometimes one goal more important (model checking)
- For parsing, hack grammar to remove left recursion

Eliminating Left Recursion

- Start with productions of form
 - $A \rightarrow A \alpha$
 - $A \rightarrow \beta$
 - α , β sequences of terminals and nonterminals that do not start with A
- Repeated application of A \rightarrow A α builds parse tree like this:



Eliminating Left Recursion

• Replacement productions

$$-A \rightarrow A \alpha$$
 $A \rightarrow \beta R$ R is a new nonterminal

$$A \rightarrow \beta R$$

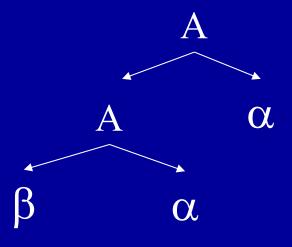
$$-A \rightarrow \beta$$

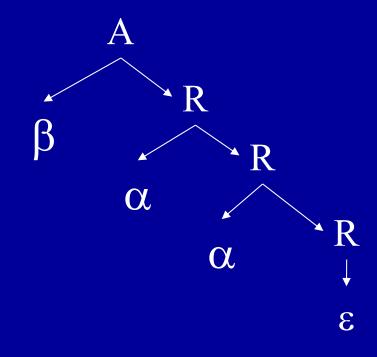
$$R \rightarrow \alpha R$$

$$R \rightarrow \epsilon$$

New Parse Tree

Old Parse Tree





Hacked Grammar

Original Grammar
Fragment

Term → *Term* * Int

Term → *Term* / Int

 $Term \rightarrow Int$

New Grammar Fragment

Term → Int *Term* ′

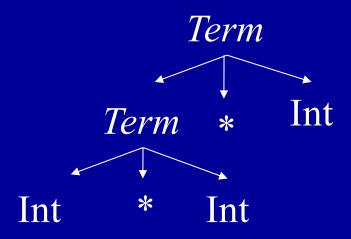
Term $\xrightarrow{\prime}$ → *Int *Term* $\xrightarrow{\prime}$

Term ′ → / Int *Term* ′

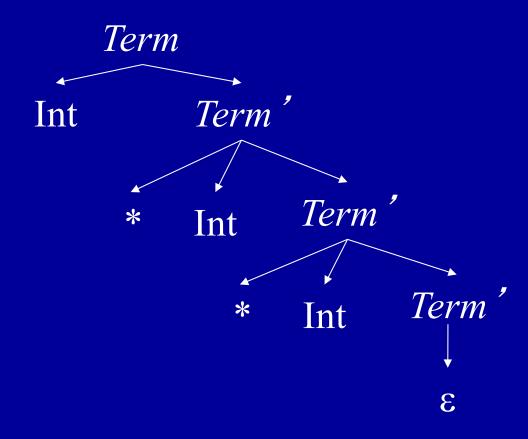
Term' $\rightarrow \epsilon$

Parse Tree Comparisons

Original Grammar



New Grammar



Eliminating Left Recursion

- Changes search space exploration algorithm
 - Eliminates direct infinite recursion
 - But grammar less intuitive
- Sets things up for predictive parsing

Predictive Parsing

- Alternative to backtracking
- Useful for programming languages, which can be designed to make parsing easier
- Basic idea
 - Look ahead in input stream
 - Decide which production to apply based on next tokens in input stream
 - We will use one token of lookahead

Predictive Parsing Example Grammar

```
Start \rightarrow Expr

Expr \rightarrow Term Expr'

Expr' \rightarrow + Term Expr'

Expr' \rightarrow - Term Expr'

Expr' \rightarrow \epsilon
```

```
Term → Int Term'
Term' → *Int Term'
Term' → /Int Term'
Term' → \epsilon
```

Choice Points

- Assume *Term'* is current position in parse tree
- Have three possible productions to apply

```
Term' → *Int Term'
Term' → /Int Term'
Term' → ε
```

- Use next token to decide
 - If next token is *, apply Term' → * Int Term'
 - If next token is /, apply Term' → / Int Term'
 - Otherwise, apply $Term' \rightarrow \epsilon$

Predictive Parsing + Hand Coding = Recursive Descent Parser

- One procedure per nonterminal NT
 - Productions $NT \rightarrow \beta_1, ..., NT \rightarrow \beta_n$
 - Procedure examines the current input symbol T to determine which production to apply
 - If $T \in First(\beta_k)$
 - Apply production k
 - Consume terminals in β_k (check for correct terminal)
 - Recursively call procedures for nonterminals in β_k
 - Current input symbol stored in global variable token
- Procedures return
 - true if parse succeeds
 - false if parse fails

Example

```
Boolean Term()
   if (token = Int n) token = NextToken(); return(TermPrime())
   else return(false)
Boolean TermPrime()
  if (token = *)
        token = NextToken();
        if (token = Int n) token = NextToken(); return(TermPrime())
        else return(false)
  else if (token = /)
        token = NextToken();
        if (token = Int n) token = NextToken(); return(TermPrime())
        else return(false)
  else return(true)
                                    Term → Int Term '
                                    Term ′ → * Int Term ′
                                    Term' → / Int Term'
                                    Term' \rightarrow \epsilon
```

Multiple Productions With Same Prefix in RHS

Example Grammar

```
NT \rightarrow if then else
```

- Assume NT is current position in parse tree, and if is the next token
- Unclear which production to apply
 - Multiple k such that T∈First(β_k)
 - if ∈ First(if then)
 - if ∈ First(if then else)

Solution: Left Factor the Grammar

 New Grammar Factors Common Prefix Into Single Production

```
NT \rightarrow \text{if then NT'}
NT' \rightarrow \text{else}
NT' \rightarrow \epsilon
```

- No choice when next token is if!
- All choices have been unified in one production.

Nonterminals

What about productions with nonterminals?

$$NT \rightarrow NT_1 \alpha_1$$
 $NT \rightarrow NT_2 \alpha_2$

- Must choose based on possible first terminals that NT_1 and NT_2 can generate
- What if NT_1 or NT_2 can generate ε ?
 - Must choose based on α_1 and α_2

NT derives ε

- Two rules
 - $NT \rightarrow \varepsilon$ implies NT derives ε
 - $NT \rightarrow NT_1 \dots NT_n$ and for all $1 \le i \le n NT_i$ derives ε implies NT derives ε

Fixed Point Algorithm for Derives ε

```
for all nonterminals NT
   set NT derives \varepsilon to be false
for all productions of the form NT \rightarrow \varepsilon
    set NT derives \varepsilon to be true
while (some NT derives \varepsilon changed in last iteration)
    for all productions of the form NT \rightarrow NT_1 \dots NT_n
       if (for all 1 \le i \le n NT_i derives \varepsilon)
                 set NT derives \varepsilon to be true
```

$First(\beta)$

- T \in First(β) if T can appear as the first symbol in a derivation starting from β
 - 1) *T*∈First(*T*)
 - 2) $First(S) \subseteq First(S\beta)$
 - 3) *NT* derives ε implies First(β) \subseteq First($NT\beta$)
 - 4) $NT \rightarrow S\beta$ implies First(S β) \subseteq First(NT)
- Notation
 - T is a terminal, NT is a nonterminal, S is a terminal or nonterminal, and β is a sequence of terminals or nonterminals

Rules + Request Generate System of Subset Inclusion Constraints

Grammar

```
Term' → *Int Term'
Term' → /Int Term'
Term' → ε
```

Rules

- 1) *T*∈First(*T*)
- 2) $First(S) \subseteq First(S\beta)$
- 3) NT derives ε implies First(β) \subseteq First($NT\beta$)
- 4) $NT \rightarrow S\beta$ implies First(S β) \subseteq First(NT)

```
Request: What is First(\textit{Term}')?

Constraints

First(*Num\ Term') \subseteq First(\textit{Term}')

First(/Num\ Term') \subseteq First(\textit{Term}')

First(*) \subseteq First(*Num\ Term')

First(/) \subseteq First(/Num\ Term')

* \in First(*)

/ \in First(/)
```

Constraints

```
First(* Num Term') ⊆ First(Term')

First(/ Num Term') ⊆ First(Term')

First(*) ⊆ First(* Num Term')

First(/) ⊆ First(/ Num Term')

*∈First(*)

/ ∈First(/)
```

Solution

```
First(Term') = {}
First(* Num Term') = {}
First(/ Num Term') = {}
First(*) = {*}
First(/) = {/}
```

Initialize Sets to {}
Propagate Constraints Until
Fixed Point

Constraints

```
First(* Num Term') ⊆ First(Term')
First(/ Num Term') ⊆ First(Term')
First(*) ⊆ First(* Num Term')
First(/) ⊆ First(/ Num Term')
*∈First(*)
/ ∈ First(/)
```

Solution

```
First(Term') = {}
First(* Num Term') = {}
First(/ Num Term') = {}
First(*) = {*}
First(/) = {/}
```

```
Term' → *Int Term'
Term' → /Int Term'
Term' → ε
```

Constraints

```
First(* Num Term') ⊆ First(Term')
First(/ Num Term') ⊆ First(Term')
First(*) ⊆ First(* Num Term')
First(/) ⊆ First(/ Num Term')
*∈First(*)
/ ∈ First(/)
```

Solution

```
First(Term') = {}
First(* Num Term') = {*}
First(/ Num Term') = {/}
First(*) = {*}
First(/) = {/}
```

```
Term' → *Int Term'
Term' → /Int Term'
Term' → ε
```

Constraints

```
First(* Num Term') ⊆ First(Term')
First(/ Num Term') ⊆ First(Term')
First(*) ⊆ First(* Num Term')
First(/) ⊆ First(/ Num Term')
*∈First(*)
/ ∈ First(/)
```

Solution

```
First(Term') = {*,/}
First(* Num Term') = {*}
First(/ Num Term') = {/}
First(*) = {*}
First(/) = {/}
```

```
Term' → *Int Term'
Term' → /Int Term'
Term' → ε
```

Constraints

```
First(* Num Term') ⊆ First(Term')
First(/ Num Term') ⊆ First(Term')
First(*) ⊆ First(* Num Term')
First(/) ⊆ First(/ Num Term')
*∈First(*)
/ ∈ First(/)
```

Solution

```
First(Term') = {*,/}
First(* Num Term') = {*}
First(/ Num Term') = {/}
First(*) = {*}
First(/) = {/}
```

```
Term' → *Int Term'
Term' → /Int Term'
Term' → ε
```

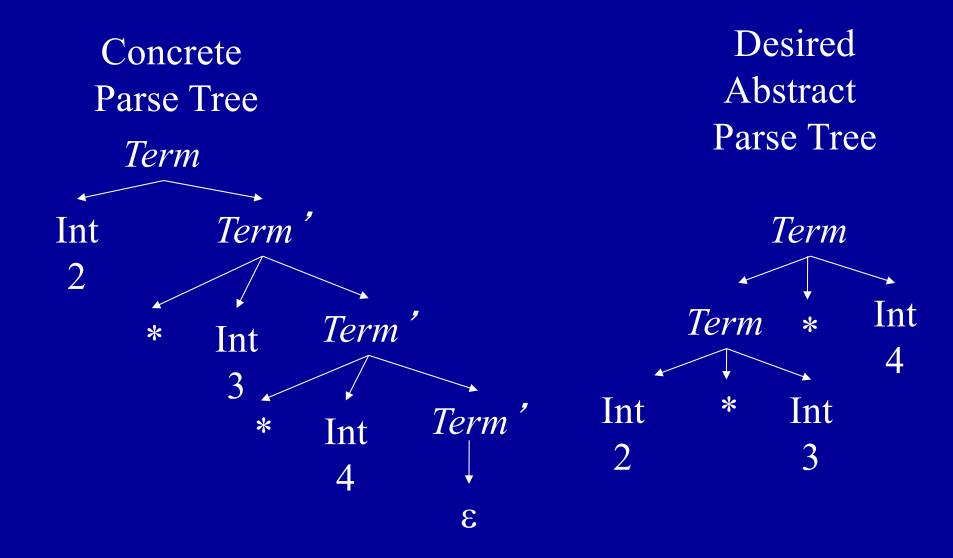
Building A Parse Tree

- Have each procedure return the section of the parse tree for the part of the string it parsed
- Use exceptions to make code structure clean

Building Parse Tree In Example

```
Term()
   if (token = Int n)
        oldToken = token; token = NextToken();
        node = TermPrime();
        if (node == NULL) return oldToken;
        else return(new TermNode(oldToken, node);
   else throw SyntaxError
TermPrime()
   if (token = *) \parallel (token = /)
        first = token; next = NextToken();
        if (next = Int n)
                 token = NextToken();
                 return(new TermPrimeNode(first, next, TermPrime())
        else throw SyntaxError
   else return(NULL)
```

Parse Tree for 2*3*4



Why Use Hand-Coded Parser?

- Why not use parser generator?
- What do you do if your parser doesn't work?
 - Recursive descent parser write more code
 - Parser generator
 - Hack grammar
 - But if parser generator doesn't work, nothing you can do
- If you have complicated grammar
 - Increase chance of going outside comfort zone of parser generator
 - Your parser may NEVER work

Bottom Line

- Recursive descent parser properties
 - Probably more work
 - But less risk of a disaster you can almost always make a recursive descent parser work
 - May have easier time dealing with resulting code
 - Single language system
 - No need to deal with potentially flaky parser generator
 - No integration issues with automatically generated code
- If your parser development time is small compared to rest of project, or you have a really complicated language, use hand-coded recursive descent parser

Summary

- Top-Down Parsing
- Use Lookahead to Avoid Backtracking
- Parser is
 - Hand-Coded
 - Set of Mutually Recursive Procedures

Direct Generation of Abstract Tree

- TermPrime builds an incomplete tree
 - Missing leftmost child
 - Returns root and incomplete node
- (root, incomplete) = TermPrime()
 - Called with token = *
 - Remaining tokens = 3 * 4



token
$$\longrightarrow$$
 Int 2

```
Term()
  if (token = Int n)
    leftmostInt = token; token = NextToken(); \( \)
    (root, incomplete) = TermPrime();
    if (root == NULL) return leftmostInt;
    incomplete.leftChild = leftmostInt;
    return root;
  else throw SyntaxError
```

token
$$\longrightarrow$$
 Int 2

token
$$\longrightarrow$$
 Int

```
Term()
  if (token = Int n)
       leftmostInt = token; token = NextToken();
       (root, incomplete) = TermPrime();
       if (root == NULL) return leftmostInt; <===
       incomplete.leftChild = leftmostInt;
       return root;
  else throw SyntaxError
                                              → Term
                               root -
                                                       Int
                                        →Term
                   incomplete
                                                        4
                                                Int
            leftmostInt
```

```
Term()
  if (token = Int n)
       leftmostInt = token; token = NextToken();
       (root, incomplete) = TermPrime();
       if (root == NULL) return leftmostInt;
       incomplete.leftChild = leftmostInt;
       return root;
  else throw SyntaxError
                                             + Term
                              root
                                                      Int
                                       →Term
                   incomplete
                                                       4
                                               Int
            leftmostInt-
```

```
Term()
  if (token = Int n)
       leftmostInt = token; token = NextToken();
       (root, incomplete) = TermPrime();
       if (root == NULL) return leftmostInt;
       incomplete.leftChild = leftmostInt;
       return root; <
  else throw SyntaxError
                                             → Term
                              root -
                                                      Int
                                        -Term
                   incomplete
                                                       4
                                                Int
            leftmostInt
```

Code for TermPrime

```
TermPrime()
   if (token = *) || (token = /)
                                                              Missing left child
         op = token; next = NextToken();
                                                              to be filled in by
         if (next = Int n)
                                                                    caller
                  token = NextToken();
                  (root, incomplete) = TermPrime();
                  if (root == NULL)
                            root = new ExprNode(NULL, op, next);
                            return (root, root);
                            newChild = new ExprNode(NULL, op, next);
                  else
                            incomplete.leftChild = newChild;
                            return(root, newChild);
         else throw SyntaxError
   else return(NULL,NULL)
```