

Generalized LL parsing for context-free constrained path search problem

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ABSTRACT

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1. INTRODUCTION

Graph data model and graph data bases are very popular in many different areas such as bioinformatic, semantic web, social networks etc. Extraction of paths satisfying specific constraints may be useful for graph structured data investigation and for relations between data items detection. Path querying with constraints formulated in terms of formal grammars is a specific problem named formal language constrained path problem [?] and research in this area is still actual [?].

Classical parsing techniques can be used to solve formal language constrained path problem thus we can use “graph parsing” and it may be required not only in graph data base querying but also in other different areas: formal verification, and string-embedded language processing, for example.

There is set of solutions in DB area but !!! Query result exploration is a challenge [?]. Classical parsing allow to construct derivation tree which is structural representation of parsed sentence. Structural representation of query result can be useful for its exploration and query debugging. In this paper, we propose graph parsing technique which allow to construct structural representation of query result with relation to grammar query or derivation of result.

Graph parsing can be also used in string-embedded languages processing. Regular approximation for value set of string variable can be represented as directed graph of related finite automata. In order to check correctness or safety (sql injections)... all generated strings (all paths from start states to final states) are correct w.r.t some context-free grammar. For example grammar of one of SQL dialects. GLR-based for string-embedded SQL checking [?, ?]. Solution based on RNGLR [?] for relaxed parsing of string-embedded languages [?] which allow to find all path between two specified

vertices.

Classical solution in DB area use such parsing algorithms as CYK or Earley. In string-embedded languages analysis (RN)GLR is used. It has better time complexity.

2. PRELIMINARIES

In this work we are focused on parsing algorithm, and not on the data representation, and we assume that full input graph can be located in RAM memory by the optimal for our algorithm way.

Also we need to introduce some definitions.

- Context-free grammar $G = (N, \Sigma, P, S)$ where N is a set of nonterminal symbols, Σ is a set of terminal symbols, $S \in N$ is a start nonterminal, and P is a productions set.
- Directed graph $M = (V, E, L)$ where V — vertices set, $L \subseteq \Sigma$ — edge labels set, $E \subseteq V \times L \times V$. We assume that there are no parallel edges with equal labels: for every $e_1 = (v_1, l_1, v_2) \in E, e_2 = (u_1, l_2, u_2) \in E$ if $v_1 = u_1$ and $v_2 = u_2$ then $l_1 \neq l_2$.
- Helper function for edge's tag calculation $tag : E \rightarrow L$.

$$tag(e = (v_1, l, v_2), e \in E) = l$$

- Concatenation operation $\oplus : L^+ \times L^+ \rightarrow L^+$.
- Path p in graph M .

$$p = (v_0, l_0, v_1), (v_1, l_1, v_2), \dots, (v_{n-1}, l_{n-1}, v_n) \\ = e_0, e_1, \dots, e_{n-1}$$

where $v_i \in V, e_i \in E, l_i \in L, |p| = n, n \geq 1$.

- Set of paths $P = \{p : p \text{ path in } M\}$
- Helper function for string produced by path calculation $\Omega : P \rightarrow L^+$.

$$\Omega(p = e_0, e_1, \dots, e_{n-1}, p \in P) = \\ tag(e_0) \oplus \dots \oplus tag(e_{n-1})$$

As a result we can define that context-free language constrained path querying means that we get query as grammar G and result of this query is a set of paths $P = \{p | \Omega(p) \in L(G)\}$.

For some graphs and some queries P can be infinite set, and it can not be explicitly represented. In order to solve this problem, in this paper, we will construct not explicit

representation of P but compact data structure which store all elements of P in finite space and allow to extract any of them.

3. EXAMPLE

As a motivation of context-free constraints importance let we introduce the next example. Let we have graph $M = (\{0; 1; 2; 3\}, E, \{A; B\})$ presented in figure 1 where labels represent next relations:

- A — “is friend of” (v_0Av_1 means v_0 is friend of v_1);
- B — “has friend” (v_0Bv_1 means v_0 has friend v_1).

Suppose for each $n \geq 1$ we want to find all n -th generation friends with a common ancestor. In the other worlds, we want to find all paths p , such that $\Omega(p) \in \{AB; AAB; AAAB; \dots\}$ or $\Omega(p) = A^n B^n$ where $n \geq 1$. This constraint can not be specified with regular language as far as $L = \{A^n B^n; n \geq 1\}$ is not regular but context free. Required language can be specified by grammar G_1 presented in picture 2 where $N = \{s; middle\}$, $\Sigma = \{A; B\}$, and $S = s$.

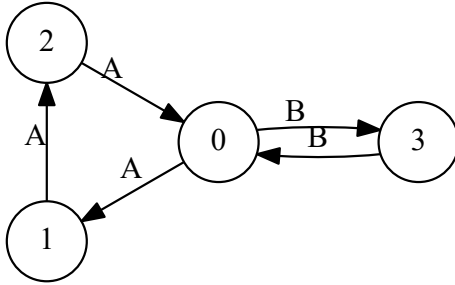


Figure 1: Input graph M

```
0: s = L s R
1: s = middle
2: middle = L R
```

Figure 2: Grammar G_1 for language $L = \{L^n R^n; n \geq 1\}$

Result is infinite for this query, and we can not... Also we want to know, how is common ancestor. Further we show how to solve it.

4. ALGORITHM FOR GRAPH PARSING

We propose a context-free language constrained path problem solution which allow to find all paths satisfied specified arbitrary context-free grammar and to construct implicit representation of result. Finite representation of result set with structure related to specified grammar may be useful not only for results understanding and processing but also for query debugging especially for complex queries.

Our solution is based on generalized LL (GLL) [?, ?] parsing algorithm which allow to process ambiguous context-free grammars. Complexity is $O(n^3)$ in worst case and linear for unambiguous grammars, that better than complexity of CYK and Earley which used as base in other solutions (for

example [?, ?]). This fact allow to demonstrate better performance on linear subgraphs and unambiguous grammars. Also it is not necessary to transform input grammar to CNF which required for CYK.

4.1 Generalized LL Parsing Algorithm

Generalized LL (GLL) is generalized top-down parsing algorithm which handle all context-free grammars (including left recursive) with worst-case cubic time complexity and linear for LL grammars. GLL is native for grammar, can be simple created blah-blah-blah.

GLL use descriptors for parsing states specification. Each descriptor contains full specification of process state enough to start parsing from state stored.

Descriptor is a triple (L, s, j) where L is a line label, s is a stack and j is a position in the input.

allows to restore parsing

Graph structured stack (GSS) [?] for multiple stack combining to prevent duplication. In GLL each GSS node is pair of position in input and grammar slot. Grammar slot is a !!!

4.2 Shared packed parse forest

Shared Packed Parse Forest (SPPF) is a special data structure for derivation forest compact representation which allow to reuse common nodes and subtrees. As a result multiple derivation trees, which can be produced in case of ambiguous grammar, can be compressed in one SPPF with optimal reusing of common parts. Binarized form of SPPF proposed in [?] and it allow to achieve worst-case cubic space complexity. GLL can use SPPF [?] for results representation achieve cubic space complexity with binarized version.

Let we present an example of SPPF for ambiguous grammar G_0 (pic 3).

```
0: s = NUM
1: s = LBR s RBR
2: s = s s
```

Figure 3: Grammar G_0

Here N is token for number, L and R are tokens for '(' and ')' respectively.

Let we parse the sentence (1) (2) (3). There are two different leftmost derivations of this sentence in grammar G_0 (\rightarrow^n denote an application of production with number n):

$$\begin{aligned}
 1. & s \xrightarrow{2} ss \xrightarrow{2} sss \xrightarrow{1} LsRss \xrightarrow{0} LNRss \xrightarrow{1} \\
 & LNRLsRs \xrightarrow{1} LNRLsRs \xrightarrow{0} LNRLNRs \xrightarrow{1} \\
 & LNRLNRsR \xrightarrow{0} LNRLNRsR \\
 2. & s \xrightarrow{2} ss \xrightarrow{1} LsRs \xrightarrow{0} LNRs \xrightarrow{2} LNRss \xrightarrow{1} \\
 & LNRLsRs \xrightarrow{1} LNRLsRs \xrightarrow{0} LNRLNRs \xrightarrow{1} \\
 & LNRLNRsR \xrightarrow{0} LNRLNRsR
 \end{aligned}$$

As far as there are two different derivations, SPPF should contain 2 different trees and it is presented in figure ??: result SPPF ?? and trees for derivation 1 ?? and derivation 2 ?? respectively.

Binarized SPPF is a graph where !!! and each node has one of four types and one node marked as 'root' — node for start nonterminal.

- terminal node

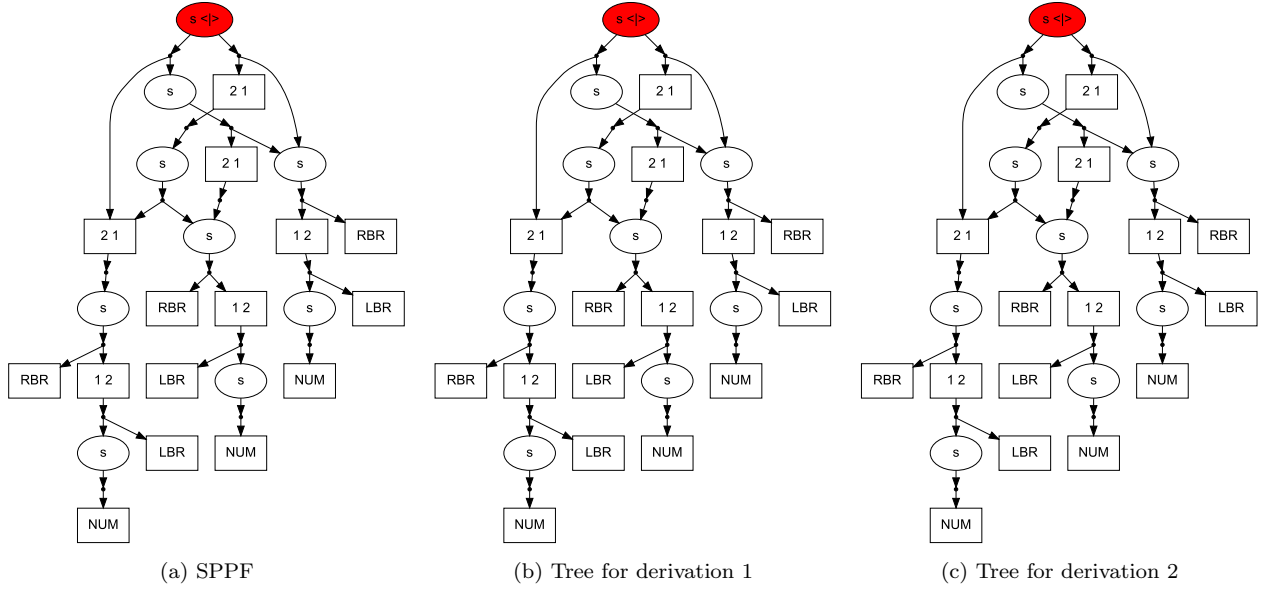


Figure 4: SPPF for sentence (1) (2) (3) and grammar G_0

- nonterminal node
- intermediate node
- packed node

Further we will remove redudant intermidiate and packed nodes from SPPF to simplify it and decrease size of structure.

4.3 GLL-based graph parsing

In order to use GLL for graph parsing we need only use graph verticeas as position in input. As far as we work with context-free languages it is not important how this descriptor was created, and so descriptors management and other basic mechanisms of original algorithm can be reused “as is”. We can merge it if thea are equal.

We implement some optimizations: [?]

We also use binarised SPPF for result representation whish allow to simplify query debugging and result exploration. In our case more then one root may be specified. For example, look at picture!!!! We

Binarized SPPF is at most cubic in terms of result size. Any path can be extracted in the linear time.

4.4 Complexity

Time complexity estimation in terms of input graph and grammar size is pretty similar to estimation of GLL complexity explained in [?].

Descriptor is a triple (L, s, j) where $|L| = f(G) = g$ — some grammar-dependent constant, $|j| = |V|$, and $|s| = |GSS.Nodes|$. GSS node N is a pair (lbl, j) where $|lbl| = f(G) = g$ and $|j| = |V|$. Thus we can create at most

$$|L| * |s| * |j| = g * g * |V| * |V| = g^2 * |V|^2$$

descriptors, where g^2 is grammar-depended constant and may by skipped. For each descriptor we should examine all outgoing edges which can be bounded with

$$\max_{v \in V} (deg^+(v))$$

where $deg^+(v)$ is outdegree of vertex v . Thus we need

$$O\left(|V|^2 * \left(\max_{v \in V} (deg^+(v))\right)\right)$$

operation for outgoing edges processing.

For all elsements produced in previous step we should perfrom search in internal data structures. It is possible in linear (w.r.t position count, $|V|$ in our case) time [?]. So, worst-case complexity of proposed algorithm is

$$O(V^3 * \max_{v \in V} (deg^+(v))) \quad (1)$$

To get averege-case complexity we can calculate averege outdegree:

$$O\left(|V|^3 * \frac{\sum_{v \in V} deg^+(v)}{|V|}\right) = \quad (2)$$

$$O\left(|V|^2 * \sum_{v \in V} deg^+(v)\right) = \quad (3)$$

$$O(|V|^2 * |E|) \quad (4)$$

For unambiguous grammar complexity should be linear in terms of vertices count for the same reason as in classical GLL.

From (??) and (??) we can get estimations for linear input: for any $v \in V$ $deg^+(v) \leq 1$, so $\max_{v \in V} (deg^+(v)) = 1$ and from (??) we have $O(|V|^3)$. By the same way we can get $O(|V|^3)$ form (??) denote that $|E| = |V| - 1$ in case of linera input.

As discussed in [?] achiving of theoretical complexity required special datastructures which can be irrational for practice implementation and it is necessary to finde balance between performance, software complexity, and hardware resources. As a result in practice we can get slightly worse performance than theoretical estimation.

4.5 Example

In details, main function input is graph M , set of start vertices $V_s \subseteq V$, set of final vertices $V_f \subseteq V$, grammar G_1 . Output is Shared Packed Parse Forest (SPPF) [?] — finite data structure which contains all derivation trees for all paths in M , $\Omega(p) \in L(G_1)$ and allows to reconstruct any of paths implicitly. As far as we can specify sets of start and final vertices, our solution can find all paths in graph, all paths from specified vertex, all paths between specified vertices. Also SPPF represents a structure of paths in terms of derivation which allow to get more useful information about result.

Let we introduce the next example. Grammar G_1 is a query and we want to find all paths in graph M (presented in picture 1) matched this query. Result SPPF for this input is presented in picture ???. Note that presented version does not contain obsolete nodes.

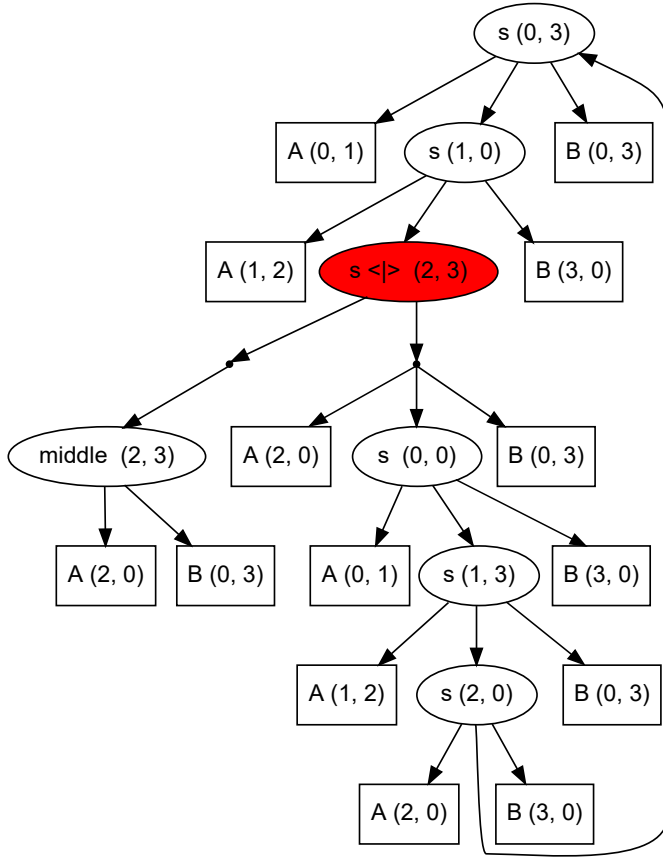


Figure 5: Result SPPF for input graph M (pic. 1) and query G_1 (pic. 2)

We use next markers for nodes which similar to original SPPF but have some additional information in order to relation with graph.

- Node with rectangle shape labeled with (v_0, T, v_1) is terminal node. Each terminal node corresponds with edge in the input graph: for each node with label (v_0, T, v_1) there is $e \in E : e = (v_0, T, v_1)$. Duplication of terminal nodes is only for figure simplification.

- Node with oval shape labeled with (v_0, nt, v_1) is non-terminal node. This node denote that there is at least one path p from vertex v_0 to vertex v_1 in input graph M such that $nt \Rightarrow_G^* \Omega(p)$. All paths matched this condition can be extracted from SPPF by left-to-right top-down graph traversal started from respective node.
- Filled node with oval shape labeled with $(< | > (v_0, nt, v_1))$ is nonterminal node denote that there are more then one path from v_0 to v_1 such that $nt \Rightarrow_G^* \Omega(p)$.
- Node with dot shape is used for representation of derivation variants. Subgraph with root in one such node is one variant of derivation. Parent of such nodes is always node with label $(\diamond (v_0, nt, v_1))$.
- v_0 and v_1 are left and right extensions of node respectively.

As an example of derivation structure usage we can find 'middle' of any path in example above simply by finding corresponded nonterminal *middle* in SPPF. So we can found that there is only one common ancestor for all results and it is vertex with $id = 0$.

Extensions stored in nodes allow to check whether path from u to v exists and extract it. Path extraction is SPPF traversal. Let for example we want to find path satisfying specified constraints from vertex 0. To do this we should find vertices with label $(0, s, -)$ in SPPF. There are two vertices: $(0, s, 0)$ and $(0, s, 3)$. In our example there is cycle in SPPF so there are **at least** two different paths: $p_0 = \{(0, A, 1); (1, A, 2); (2, A, 0); (0, B, 3); (3, B, 0); (0, B, 3)\}$ and $p_1 = \{(0, A, 1); (1, A, 2); (2, A, 0); (0, A, 1); (1, A, 2); (2, A, 0); (0, B, 3); (3, B, 0); (0, B, 3); (3, B, 0); (0, B, 3); (3, B, 0)\}$.

5. EVALUATION

We perform some experiments on syntatic graphs. Full graphs and graphs with structure presented in figure !!! . All paths from all vertices and all paths from one specified vertex. For full graph also all paths between two specified vertices.

We use two grammars for balanced brackets in order to investigate performance relations with grammar ambiguity: ambiguous grammar G_0 3 and unambiguous grammar G_2 ??.

```
0: s = L s R s
1: s = eps
```

Figure 6: Unambiguous grammar G_2 for balanced brackets

All tests were performed on a PC with following characteristics:

- OS Name: Microsoft Windows 10 Pro
- System Type: x64-based PC
- CPU: Intel(R) Core(TM) i7-4790 CPU @ 3.60GHz, 3601 Mhz, 4 Core(s), 4 Logical Processor(s)
- RAM: 32 GB

Results presented in figure ???. From all and from one vertex is because descriptors reusing.

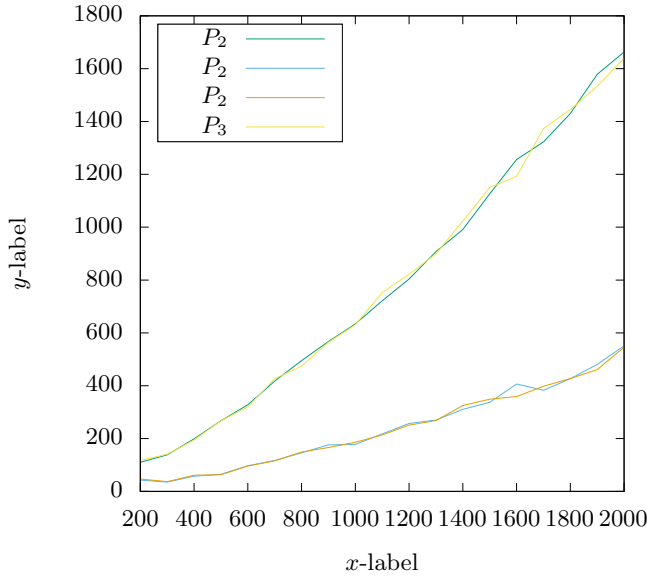


Figure 7: Performance on C graph for grammars G_0 and G_2

To summarise we can say that performance for unambiguous grammars is better than for ambiguous.

Full graphs for balanced brackets.

Full graph for highly unambiguous grammar G_3 (figure ??).

```
0: s = s s s
1: s = s s
2: s = A
```

Figure 8: Highly unambiguous grammar G_3

6. CONCLUSION AND FUTURE WORK

We propose GLL-based algorithm for context-free path querying which construct finite structural representation of all paths satisfying given constraint. Provided data structure can be useful for result investigation and processing, and query debugging. Presented algorithm implemented in F# and available on GitHub: <https://github.com/YaccConstructor/YaccConstructor>.

In order to estimate practical value of proposed algorithm we should perform evaluation on real dataset and real queries.

Also we are working on performance improvement by implementation of recently proposed modifications in original GLL algorithm [?]. One of direction of our research is generalization of grammar factorization proposed in [?] which may be useful for regular query processing.

We are working on utilisation of GPGPU and multicore CPU power for graph parsing problem with Valiant [?] algorithm modification proposed by Alexander Okhotin [?]. One of possible benefit is ability to process more expressive queries because modification proposed by Alexander Okhotin extended to support boolean grammars.

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