# Top Down Parsing

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```
void f(int a) {
   if ((8)) {
   }
}
```

```
void f(int a) {
    if ((8)) {
    }
}
```

Valid

```
void f(int a) {
   if ((8))) {
   }
}
```

```
void f(int a) {
   if ((8))) {
   }
}
```

Invalid

```
if ((8)) {
}
```

```
if ((8)) {
}
```

Invalid

```
void f() {
    int a[];
}
```

```
void f() {
    int a[];
}
```

Invalid

```
void f() {
    int a[10.0];
}
```

```
void f() {
    int a[10.0];
}
```

# Invalid

```
void f(int a[]) {
}
```

```
void f(int a[]) {
}
```

Valid

```
void f() {
   int i = 0;
   int j = 1;
   j + i;
}
```

```
void f() {
   int i = 0;
   int j = 1;
   j + i;
}
```

Valid

```
void f() {
   int i = 0;
   j + i;
   int j = 1;
}
```

```
void f() {
    int i = 0;
    j + i;
    int j = 1;
}
```

Valid

Contains string of the form:

• 8, (1), (((0))), ...

Disallowing:

• ((1), 8()

Contains string of the form:

• 8, (1), (((0))), ...

Disallowing:

• ((1), 8()

Is there a DFA/NFA that accepts the language? Is there a regular expression the accepts the language?

#### The language is **not regular**

There is no DFA that accepts it

#### Proof:

- ullet If it has a DFA, the we have d states
- Consider the input ((... 77 that has d + 1 left parentheses
- Every time we read (, we need to change to a new state
  - We need to act differently if we saw 4 parentheses or 10
- But we have only *d* states...

- A set of terminals T and a set of non-terminals V
- Production rules of the form
  - $A \rightarrow a_1 a_2 \dots a_n$
  - $A \in V$ ,  $a_i \in T \cup V$
- Starting symbol *S* :
  - $S \rightarrow a_1 a_2 \dots a_n$

#### Example:

- $S \rightarrow c$
- $S \rightarrow aSb$

Which words belong to this grammar?

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- $S \rightarrow c$
- $S \rightarrow aSb$

Which words belong to this grammar?

• c, acb, aacbb, aaacbbb, ...

Does the language of **balanced parentheses** have a CFG?

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- $S \rightarrow N$
- $S \rightarrow (S)$

Are there languages which have no CFG?

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Can we have multiple CFG's describing the same language?

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Can we have multiple CFG's describing the same language? Yes

### Predictive Parser: Definition

Some languages has a predictive parser:

- We determine the production rule according to the current token
- We begin we the start symbol
  - From the top...

The language of balanced parentheses:

- $S \rightarrow N$
- $S \rightarrow (S)$

has a predictive parser.

```
void parse S() {
                             void parse token(int expected) {
  switch (token) {
                                if (token == expected) {
                                   token = lexer.next token();
  case N:
   parse token(N);
                               } else {
                                 // error
   break;
  case L PAREN:
   parse token(L PAREN);
   parse S();
   parse token(R PAREN);
   break
                              void parse() {
  default:
                                parse S();
    // error
                                if (token != EOF)
                                  // error
```

What happens for the input (7)? Call trace:

- parse\_S
  - parse\_token // match with '('
  - parse\_S
    - parse token // match with '7'
  - parse\_token // match with ')'

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- parse\_S
  - parse\_token // match with '('
  - parse\_S
    - parse\_token // match with '('
    - parse\_S
      - parse\_token // match with '7'
    - parse\_token // match with ')'
  - parse\_token // error, expecting ')'

Find a CFG for a language with the 3 kinds of parentheses:

• (), [], {}

Contains string of the form:

- (([][]{}))[]
- [()]

Not allowing:

• **(())**{

#### CFG definition:

- $S \rightarrow (S)S$
- $S \rightarrow [S]S$
- $S \rightarrow \{S\}S$
- $S \rightarrow \epsilon$

## Language of Balanced Parentheses 2

```
void parse S() {
  switch (token) {
 case L PAREN:
   parse S1();
   break;
 case L BRACKET:
   parse S2();
   break;
 case L BRACE:
   parse S3();
   break;
 default:
   break;
```

```
void parse S1() {
  parse token(L PAREN);
 parse S();
 parse_token(R_PAREN);
  parse S();
void parse S2() {
  parse token(L BRACKET);
  parse S();
  parse token(R BRACKET);
  parse S();
void parse S3() {
  parse token(L BRACE);
  parse S();
  parse token(R BRACE);
  parse S();
```

A language with binary operators (+,-,\*,/) and numbers:

- 1
- 1+1
- (1+1)\*(7/2)
- 2+1-7

A (possible) CFG for that language:

- $S \rightarrow N$
- $S \rightarrow S + S$
- $S \rightarrow S S$
- $S \rightarrow S * S$
- $S \rightarrow S / S$
- $S \rightarrow (S)$

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- $S \rightarrow (S)$

Will predictive parsing work here?

### Left Recursion

There is no predictive parser which can handle the previous CFG

#### Why?

- If the first token was 5, we can't predict the right rule
- It can be 5  $(S \rightarrow N)$
- But also can be 5+8 ( $S \rightarrow S + S$ )

### Left Recursion

Why it happens? In the rule  $S \rightarrow S + S$ :

• S itself appears on the **left side** of the alternative

If we still want a predictive parser

• Need to **eliminate** left recursion

### Left Recursion Elimination

If we have:

- $X \rightarrow a$
- $X \to Xb$

Then the language contains:

• *a*, *ab*, *abb*, *abbb*, ...

Define an alternative CFG:

- $X \rightarrow aY$
- $Y \rightarrow bY \mid \epsilon$

### Left Recursion Elimination

In general, if we have:

- $X \rightarrow a_1 \mid a_2 \mid \dots$
- $X \rightarrow Xb_1 \mid Xb_2 \mid \dots$

We will rewrite as follows:

- $X \rightarrow a_1 Y |a_2 Y| \dots$
- $Y \rightarrow b_1 Y |b_2 Y| \dots |\epsilon|$

Before left recursion elimination:

- $S \rightarrow N$
- $S \to (S) | S + S | S S | S * S | S / S$

What are our  $a_i$ ,  $b_i$ ?

Before left recursion elimination:

- $S \rightarrow N$
- $S \to (S) | S + S | S S | S * S | S / S$

What are our  $a_i$ ,  $b_i$ ?

- $a_1 = N, a_2 = (S)$
- $b_1 = +S$ ,  $b_2 = -S$ ,  $b_3 = *S$ ,  $b_4 = /S$

Before left recursion elimination:

- $S \rightarrow N$
- $S \to (S) | S + S | S S | S * S | S / S$

#### The resulting CFG:

- $S \rightarrow NT \mid (S)T$
- $T \rightarrow +ST \mid -ST \mid *ST \mid /ST \mid \epsilon$

# LL(1)

#### Definitions:

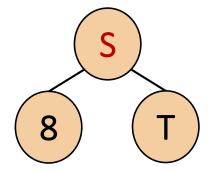
- A grammar that has a predictive parser is called LL(1)
- A language that has LL(1) grammar is called LL(1)

## CFG vs Language

- A language may hove more the one CFG
- We might have a language which 2 CFG's where:
  - One of them is LL(1)
  - The other one isn't...

- $S \rightarrow NT$
- $S \rightarrow (S)T$
- $T \rightarrow +ST$
- $T \rightarrow -ST$
- $T \rightarrow * ST$
- $T \rightarrow /ST$
- $T \rightarrow \epsilon$

- $S \rightarrow NT$
- $S \rightarrow (S)T$
- $T \rightarrow +ST$
- $T \rightarrow -ST$
- $T \rightarrow * ST$
- $T \rightarrow /ST$
- $T \rightarrow \epsilon$



• 
$$S \rightarrow NT$$

• 
$$S \rightarrow (S)T$$

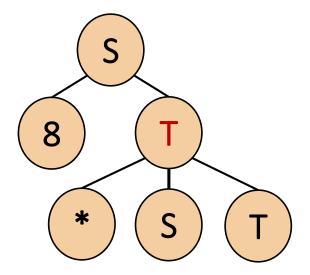
• 
$$T \rightarrow +ST$$

• 
$$T \rightarrow -ST$$

• 
$$T \rightarrow * ST$$

• 
$$T \rightarrow /ST$$

• 
$$T \rightarrow \epsilon$$



• 
$$S \rightarrow NT$$

• 
$$S \rightarrow (S)T$$

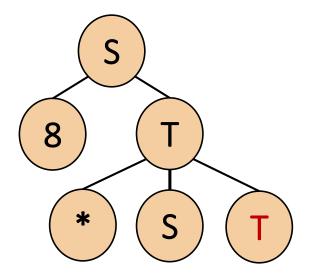
• 
$$T \rightarrow +ST$$

• 
$$T \rightarrow -ST$$

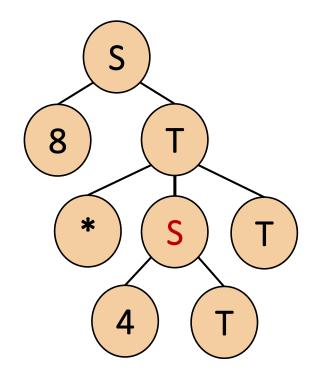
• 
$$T \rightarrow * ST$$

• 
$$T \rightarrow /ST$$

• 
$$T \rightarrow \epsilon$$



- $S \rightarrow NT$
- $S \rightarrow (S)T$
- $T \rightarrow +ST$
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$$S \rightarrow NT$$

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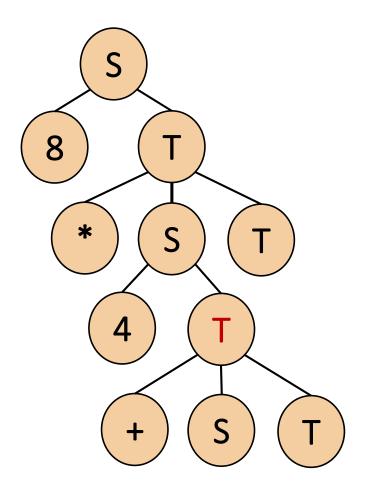
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• 
$$T \rightarrow -ST$$

• 
$$T \rightarrow * ST$$

• 
$$T \rightarrow /ST$$

• 
$$T \rightarrow \epsilon$$



• 
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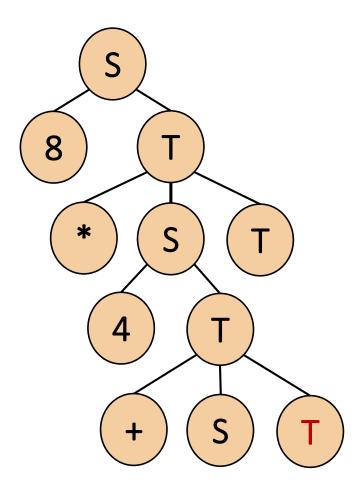
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$$T \rightarrow -ST$$

• 
$$T \rightarrow * ST$$

• 
$$T \rightarrow /ST$$

• 
$$T \rightarrow \epsilon$$



• 
$$S \rightarrow NT$$

• 
$$S \rightarrow (S)T$$

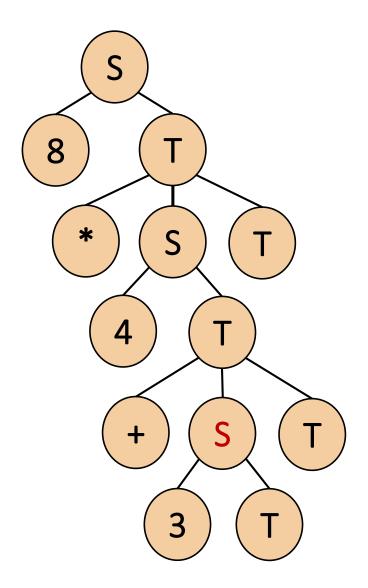
• 
$$T \rightarrow +ST$$

• 
$$T \rightarrow -ST$$

• 
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• 
$$T \rightarrow /ST$$

• 
$$T \rightarrow \epsilon$$



• 
$$S \rightarrow NT$$

• 
$$S \rightarrow (S)T$$

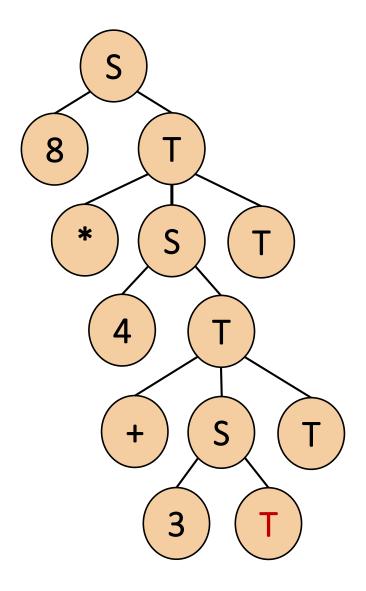
• 
$$T \rightarrow +ST$$

• 
$$T \rightarrow -ST$$

• 
$$T \rightarrow * ST$$

• 
$$T \rightarrow /ST$$

• 
$$T \rightarrow \epsilon$$



### Operator Precedence

Our CFG does not contain information about operator precedence!

- The expression 8 \* 4 + 3 is interpreted as 8 \* (4 + 3)
- We need to find another grammar...

## Operator Precedence

A CFG with operator precedence:

- $S \rightarrow S + T \mid S T \mid T$
- $T \rightarrow T * F \mid T / F \mid F$
- $F \rightarrow N \mid (S)$

## Operator Precedence

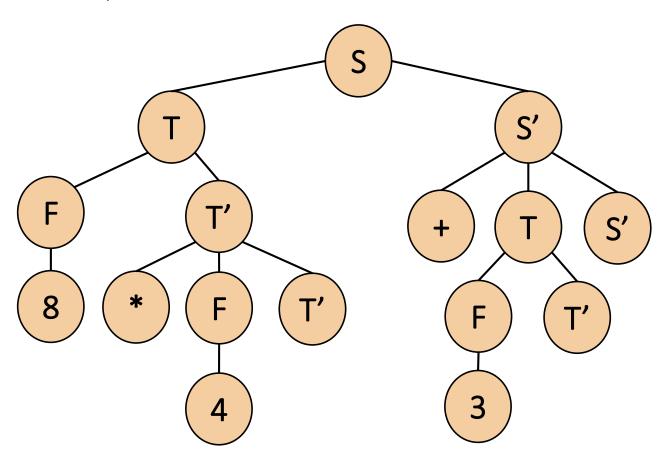
A CFG with operator precedence:

- $S \rightarrow S + T \mid S T \mid T$
- $T \rightarrow T * F \mid T / F \mid F$
- $F \rightarrow N \mid (S)$

After eliminating **left recursion**:

- $S \rightarrow TS'$
- $S' \rightarrow +TS' | -TS' | \epsilon$
- $T \rightarrow FT'$
- $T' \rightarrow *FT' \mid /FT' \mid \epsilon$
- $F \rightarrow N \mid (S)$

With the new CFG, the derivation tree for 8 \* 4 + 3:



## Left Factoring

Left recursion was an issue, are there other issues? What about the following grammar:

- $E \rightarrow if(E)$  then E
- $E \rightarrow if(E)$  then E else E
- $E \rightarrow int$

# Left Factoring

#### **Rewrite** the original CFG:

- $E \rightarrow if(E)$  then E
- $E \rightarrow if(E)$  then E else E
- $E \rightarrow int$

#### To the following:

- $E \rightarrow if(E)$  then EX
- $X \rightarrow \epsilon$
- $X \rightarrow else E$
- $E \rightarrow int$

Consider the following grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

No left recursion, no left factoring...
But can we build a predictive parser for it?

Consider the following grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

No left recursion, no left factoring...
But can we build a predictive parser for it?

No!

Consider the following grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

If the first symbol is a, we can't predict the right rule:

- If we choose  $T \to a$ , then it will fail to parse the input ab
- If we choose  $T \to \epsilon$ , then it will fail to parse the input aab

We can substitute T with it's possible alternatives.

The original grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

After substitution:

- $S \rightarrow ab$
- $S \rightarrow aab$

Are we done?

We need to perform left factoring:

- $S \rightarrow ab$
- $S \rightarrow aab$

After left factoring:

- $S \rightarrow aX$
- $X \rightarrow b \mid ab$

## Building an LL(1) Parser

Some of the common issues:

- Left recursion
- Left factoring
- Nullable rules

# LL(1) Parsing is not always possible

The following grammar can't be fixed:

- $S \rightarrow A$
- $S \rightarrow B$
- $A \rightarrow aAb$
- $A \rightarrow \epsilon$
- $B \rightarrow aBbb$
- $B \rightarrow \epsilon$

# LL(1) Parsing: is it always desirable?

Grammars of real languages are overloaded with

- Left recursion
- Left factoring
- Nullable rules

Even if we can fix it, the resulting grammar may be unreadable...