Procesadores de lenguajes

WIC

Descenso recursivo

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Introducción al descenso recursivo

Los analizadores sintácticos descendentes pueden considerarse como una manera de encontrar una derivación por la izquierda para una cadena de entrada. Los analizadores sintácticos descendentes pueden ser de dos tipos: recursivos y predictivos.

Los analizadores sintácticos por descenso recursivo contienen un conjunto de procedimientos recursivos, donde cada no terminal de la gramática tiene asociado un procedimiento. Cuando se construye el árbol de análisis, al llegar al terminal comprueba si el procedimiento escogido es el adecuado y si lo es avanza el siguiente token, si no lo es emite mensaje de error y aplica una estrategia de recuperación que puede consistir en deshacer la operación, retroceder y llamar a otro procedimiento.

Gramática elegida

Para la práctica de descenso recursivo con el lenguaje Winter Is Coming (WIC), hemos decidido emplear una gramática con los TOKENS del lenguaje definido, con reglas destinadas a la escritura de instrucciones de tipo while. La gramática resultante sería la siguiente:

```
while instr := expr OR while instr
while instr := expr AND while instr
while instr := EXPR FOR WHILE_CLAUSE HEADER_END END_OF_INSTR
             OPEN CONTEXT TAG input CLOSE CONTEXT TAG
expr := term LESS term
expr := term GREATER term
expr := term EQUALS term
expr := term LESS EQUALSterm
expr := term GREATER EQUALS term
expr := term NOT EQUALS term
expr := term
term := ID SUM term
term := ID SUBSTRACT term
term := ID PRODUCT term
term := ID DIVIDE term
term := ID
term := data value SUM term
term := data value SUBSTRACT term
term := data value PRODUCT term
term := data value DIVIDE term
term := data value
data value := INT VAL
data value := REAL VAL
data value := BOOL VAL
input := instr input
input := \varepsilon
instr := BREAK END OF INSTR
instr := ID ASSIGN term END_OF_INSTR
instr := ID END OF INSTR
instr := ID preanid_while anid_while
instr := INT_VAL anid_while
instr := REAL VAL anid while
instr := BOOL VAL anid while
instr := INT_VAL preanid_while anid while
instr := REAL VAL preanid while anid while
instr := BOOL VAL preanid while anid while
instr := INT TYPE ID ASSIGN term END OF INSTR
```

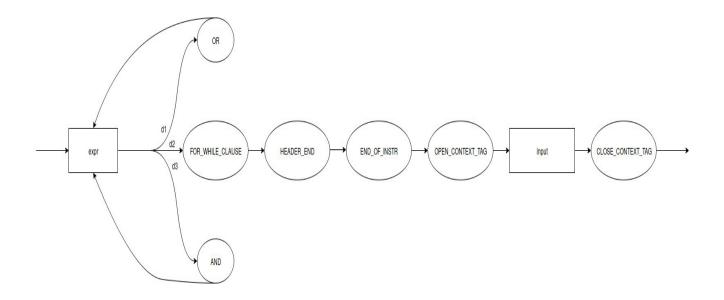
instr := REAL TYPE ID ASSIGN term END OF INSTR

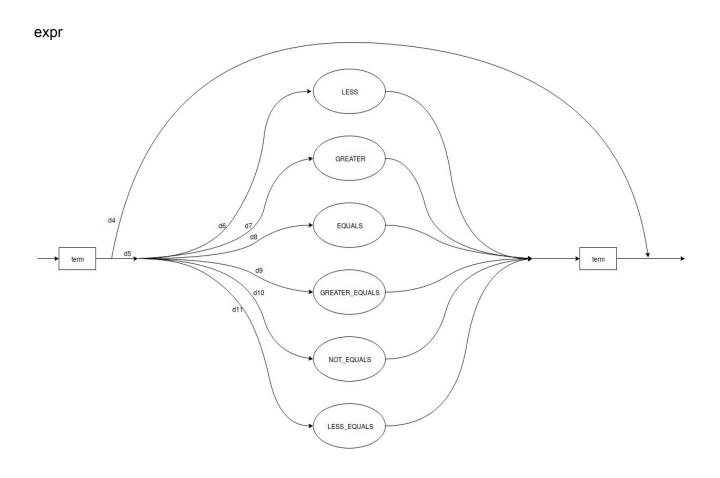
```
instr := BOOL TYPE ID ASSIGN term END OF INSTR
instr := INT TYPE ID END OF INSTR
instr := REAL TYPE ID END OF INSTR
instr := BOOL TYPE ID END OF INSTR
```

anid while := FOR WHILE INSTR HEADER END END OF INSTR OPEN CONTEXT TAG input CLOSE CONTEXT TAG

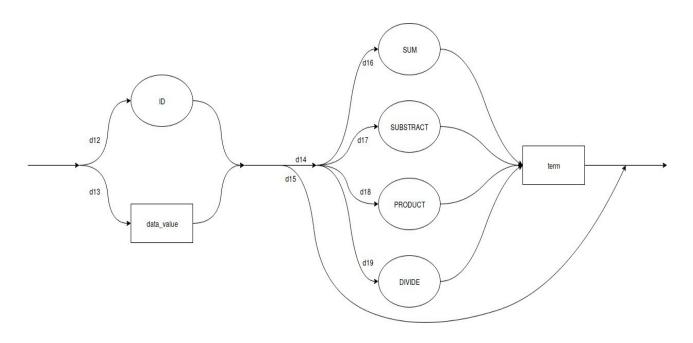
preanid while := LESS INT VAL preanid while := LESS REAL VAL preanid while := LESS BOOL VAL preanid while := LESS ID VAL preanid while := GREATER INT VAL preanid while := GREATER REAL VAL preanid while := GREATER BOOL VAL preanid while := GREATER ID VAL preanid while := EQUALS INT VAL preanid while := EQUALS REAL VAL preanid while := EQUALS BOOL VAL preanid while := EQUALS ID VAL preanid while := LESS EQUALS INT VAL preanid while := LESS EQUALS REAL VAL preanid while := LESS EQUALS BOOL VAL preanid while := LESS EQUALS ID VAL preanid while := GREATER EQUALS INT VAL preanid while := GREATER EQUALS REAL VAL preanid while := GREATER EQUALS BOOL VAL preanid while := GREATER EQUALS ID VAL preanid while := NOT EQUALS INT VAL preanid while := NOT EQUALS REAL VAL preanid while := NOT EQUALS BOOL VAL preanid while := NOT EQUALS ID VAL

while_instr

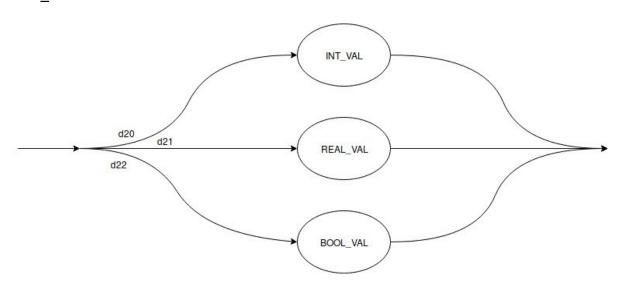




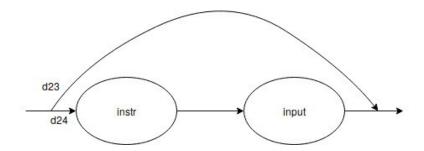
term



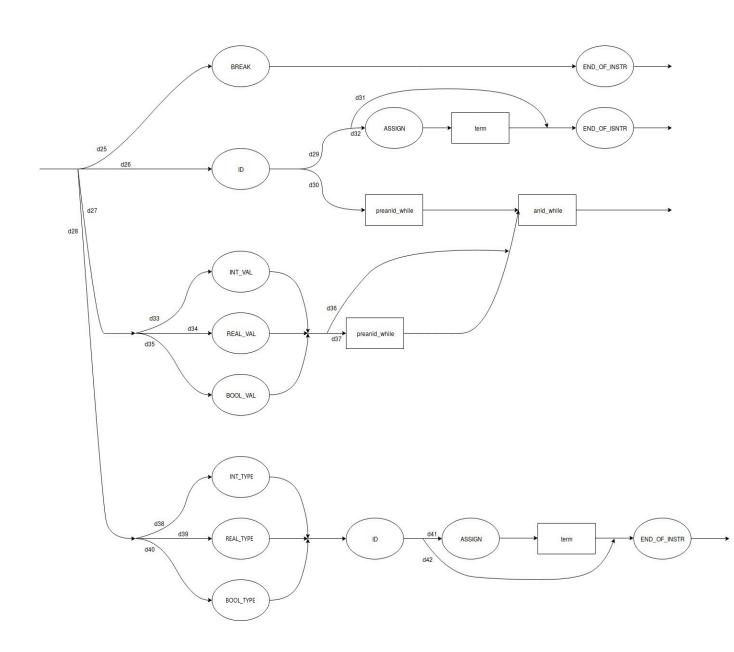
data_value



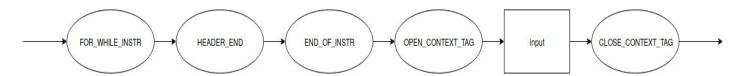
input



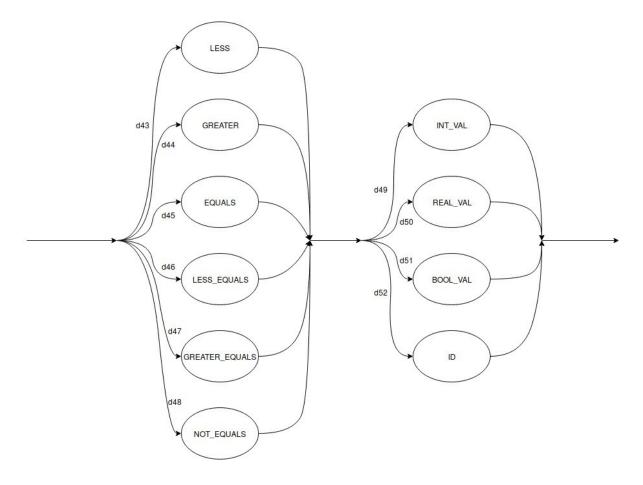
instr



anid_while



preanid_while



Conjuntos de primeros

no_terminal	primeros
while_instr	ID, INT_VAL, REAL_VAL, BOOL_VAL
expr	ID, INT_VAL, REAL_VAL, BOOL_VAL
term	ID, INT_VAL, REAL_VAL, BOOL_VAL
data_value	INT_VAL, REAL_VAL, BOOL_VAL
input	BREAK, ID, INT_VAL, REAL_VAL, BOOL_VAL, INT_TYPE, REAL_TYPE, BOOL_TYPE, ϵ
instr	BREAK, ID, INT_VAL, REAL_VAL, BOOL_VAL, INT_TYPE, REAL_TYPE, BOOL_TYPE
anid_while	FOR_WHILE_CLAUSE
preanid_while	LESS, GREATER, EQUALS, LESS_EQUALS, GREATER_EQUALS, NOT_EQUALS

Conjuntos de siguientes

no_terminal	siguientes
while_instr	\$
expr	OR, AND, FOR_WHILE_CLAUSE
term	LESS, GREATER, EQUALS, GREATER_EQUALS, LESS_EQUALS, NOT_EQUALS, END_OF_INSTR, FOR, AND, FOR_WHILE_CLAUSE
data_value	LESS, GREATER, EQUALS, GREATER_EQUALS, LESS_EQUALS, NOT_EQUALS, END_OF_INSTR, FOR, AND, FOR_WHILE_CLAUSE, SUM, SUBSTRACT, PRODUCT, DIVIDE
input	CLOSE_CONTEXT_TAG
instr	BREAK, ID, INT_VAL, REAL_VAL, BOOL_VAL, INT_TYPE, REAL_TYPE, BOOL_TYPE, CLOSE_CONTEXT_TAG
anid_while	BREAK, ID, INT_VAL, REAL_VAL, BOOL_VAL, INT_TYPE, REAL_TYPE, BOOL_TYPE, CLOSE_CONTEXT_TAG
preanid_while	FOR_WHILE_CLAUSE

Conjuntos directores

conjunto director	tokens
d1	OR
d2	FOR_WHILE_CLAUSE
d3	AND

conjunto director	tokens
d4	OR, AND, FOR_WHILE_CLAUSE
d5	LESS, GREATER, EQUALS, LESS_EQUALS, GREATER_EQUALS, NOT_EQUALS

conjunto director	tokens
d6	LESS
d7	GREATER
d8	EQUALS
d9	GREATER_EQUALS
d10	NOT_EQUALS
d11	LESS_EQUALS

conjunto director	tokens
d12	ID
d13	INT_VAL, REAL_VAL, BOOL_VAL

conjunto director	tokens
d14	SUM, SUBSTRACT, PRODUCT, DIVIDE
d15	LESS, GREATER, EQUALS, GREATER_EQUALS, LESS_EQUALS, NOT_EQUALS, END_OF_INSTR, FOR, AND, FOR_WHILE_CLAUSE

conjunto director	tokens
d16	SUM
d17	SUBSTRACT
d18	PRODUCT
d19	DIVIDE

conjunto director	tokens
d20	INT_VAL
d21	REAL_VAL
d22	BOOL_VAL

conjuntos directores	tokens
d23	CLOSE_CONTEXT_TAG
d24	BREAK, ID, INT_VAL, REAL_VAL, BOOL_VAL, INT_TYPE, REAL_TYPE, BOOL_TYPE

conjunto director	tokens
d25	BREAK
d26	ID
d27	INT_VAL, REAL_VAL, BOOL_VAL
d28	INT_TYPE, REAL_TYPE, BOOL_TYPE

conjuntos directores	tokens
d29	ASIGN, END_OF_INSTR
d30	FOR_WHILE_CLAUSE

conjuntos directores	tokens
d31	ASIGN
d32	END_OF_INSTR

conjunto director	tokens
d33	INT_VAL
d34	REAL_VAL
d35	BOOL_VAL

conjunto director	tokens
d36	BREAK, ID, INT_VAL, REAL_VAL, BOOL_VAL, INT_TYPE, REAL_TYPE, BOOL_TYPE, CLOSE_CONTEXT_TAG
d37	FOR_WHILE_CLAUSE

conjunto director	tokens
d38	INT_TYPE
d39	REAL_TYPE
d40	BOOL_TYPE

conjunto director	tokens
d41	ASSIGN
d42	END_OF_INSTR

conjunto director	tokens
d43	LESS
d44	GREATER
d45	EQUALS
d46	LESS_EQUALS
d47	GREATER-EQUALS
d48	NOT_EQUALS

conjunto director	tokens
d49	INT_VAL
d50	REAL_VAL
d51	BOOL_VAL
d52	ID