

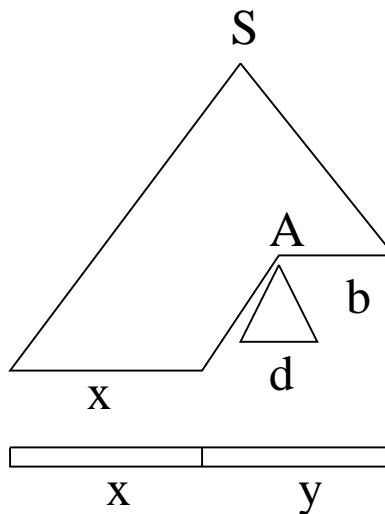
## Class Information

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- Second homework due on Friday, February 14, before class.

# Top-Down Parsing - LL(1)

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## Basic Idea:

- The parse tree is constructed from the root, expanding **non-terminal** nodes on the tree's frontier following a left-most derivation
- The input program is read from left to right, and input tokens are read (consumed) as the program is parsed
- The next **non-terminal** symbol is replaced by one of its rules. The particular choice has to be unique, and uses parts of the input (partially parsed program), for instance the first **token** of the remaining input

## Top-Down Parsing - LL(1) (cont.)

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### Example:

$S ::= a S b \mid \epsilon$

How can we parse (automatically construct a left-most derivation) the input string **a a a b b b** using a PDA (push-down automaton) and only the first symbol of the remaining input?

INPUT: a a a b b b eof

# Predictive Parsing

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Basic idea:

For any two productions  $A ::= \alpha \mid \beta$ , we would like a distinct way of choosing the correct production to expand.

For some *rhs*  $\alpha \in G$ , define **FIRST**( $\alpha$ ) as the set of tokens that appear as the first symbol in some string derived from  $\alpha$ .

That is

$x \in \text{FIRST}(\alpha)$  iff  $\alpha \Rightarrow^* x\gamma$  for some  $\gamma$ , and  
 $\epsilon \in \text{FIRST}(\alpha)$  iff  $\alpha \Rightarrow^* \epsilon$

For a non-terminal  $A$ , define **FOLLOW**( $A$ ) as the set of terminals that can appear immediately to the right of  $A$  in some sentential form.

Thus, a non-terminal's FOLLOW set specifies the tokens that can legally appear after it.

A terminal symbol has no FOLLOW set

FIRST and FOLLOW sets can be constructed automatically

## Predictive Parsing (cont.)

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### Key Property:

Whenever two productions  $A ::= \alpha$  and  $A ::= \beta$  both appear in the grammar, we would like

- $FIRST(\alpha) \cap FIRST(\beta) = \emptyset$ , and
- if  $\alpha \Rightarrow^* \epsilon$  then
$$FIRST(\beta) \cap FOLLOW(A) = \emptyset$$
- Analogue case for  $\beta \Rightarrow^* \epsilon$ . Note: due to first condition, at most one of  $\alpha$  or  $\beta$  can derive  $\epsilon$ .

This would allow the parser to make a correct choice with a lookahead of only one symbol!

## LL(1) Grammar

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Define  $FIRST^+(\delta)$  for rule  $A ::= \delta$

- $FIRST(\delta) - \{\epsilon\} \cup \text{Follow}(A)$ , if  $\epsilon \in FIRST(\delta)$
- $FIRST(\delta)$  otherwise

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**A grammar is LL(1) iff**

$(A ::= \alpha \text{ and } A ::= \beta) \text{ implies}$

$$FIRST^+(\alpha) \cap FIRST^+(\beta) = \emptyset$$

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## Back to Our Example

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$$S ::= a S b \mid \epsilon$$

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$$FIRST(aSb) = \{a\}$$

$$FIRST(\epsilon) = \{\epsilon\}$$

$$FOLLOW(S) = \{\text{eof}, b\}$$

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$$FIRST^+(aSb) = \{a\}$$

$$FIRST^+(\epsilon) = (FIRST(\epsilon) - \{\epsilon\}) \cup FOLLOW(S) = \{\text{eof}, b\}$$

Is the grammar LL(1)?

# Table-Driven LL(1) Parser

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LL(1) parse table

Example:

$S ::= a S b \mid \epsilon$

	a	b	eof	other
S	aSb	$\epsilon$	$\epsilon$	error

How to parse input **a a a b b b** ?



## *Table-driven predictive parsing algorithm*

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*Input:* a string  $w$  and a parsing table  $M$  for  $G$

```
push eof
push Start Symbol
token  $\leftarrow$  next_token()

X  $\leftarrow$  top-of-stack
repeat
    if X is a terminal then
        if X = token then
            pop X
            token  $\leftarrow$  next_token()
        else error()
    else /* X is a non-terminal */
        if  $M[X, \text{token}] = X \rightarrow Y_1 Y_2 \cdots Y_k$  then
            pop X
            push  $Y_k, Y_{k-1}, \cdots, Y_1$ 
        else error()

    X  $\leftarrow$  top-of-stack
until X = eof

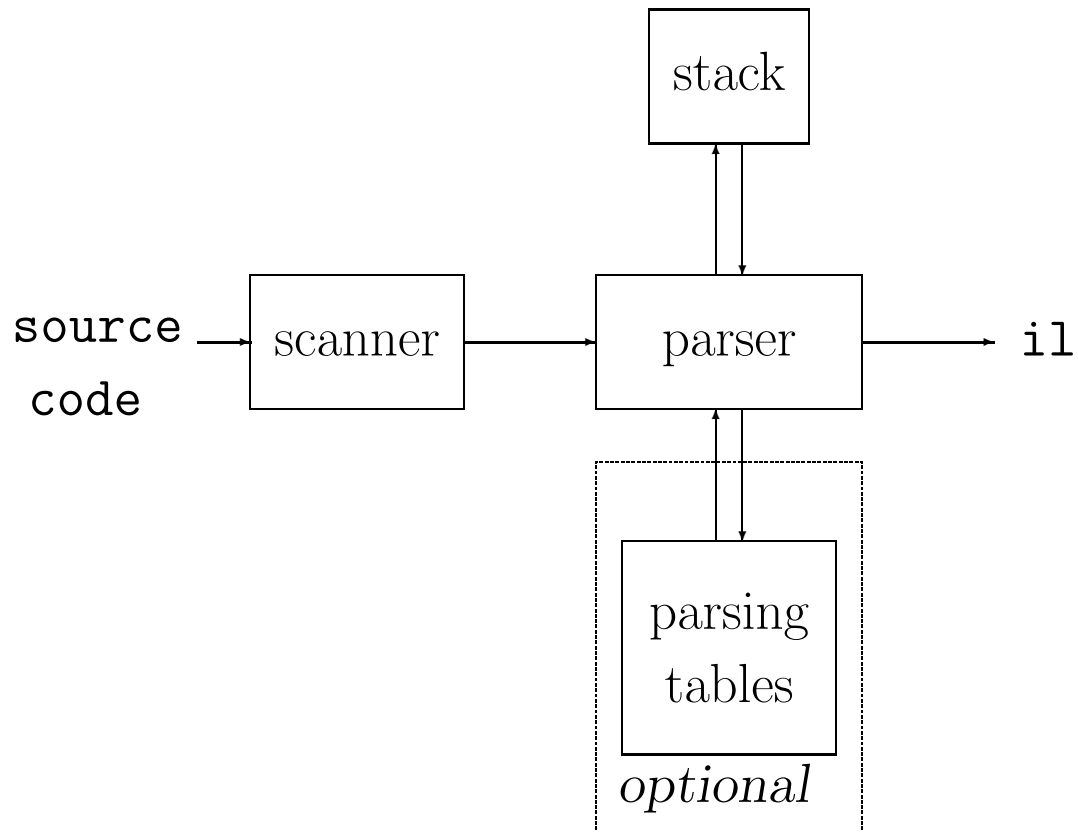
if token  $\neq$  eof then error()
```

See also Aho, Lam, Sethi, and Ullman, Figure 4.20, page 227

## Predictive Parsing

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Now, a predictive parser looks like:



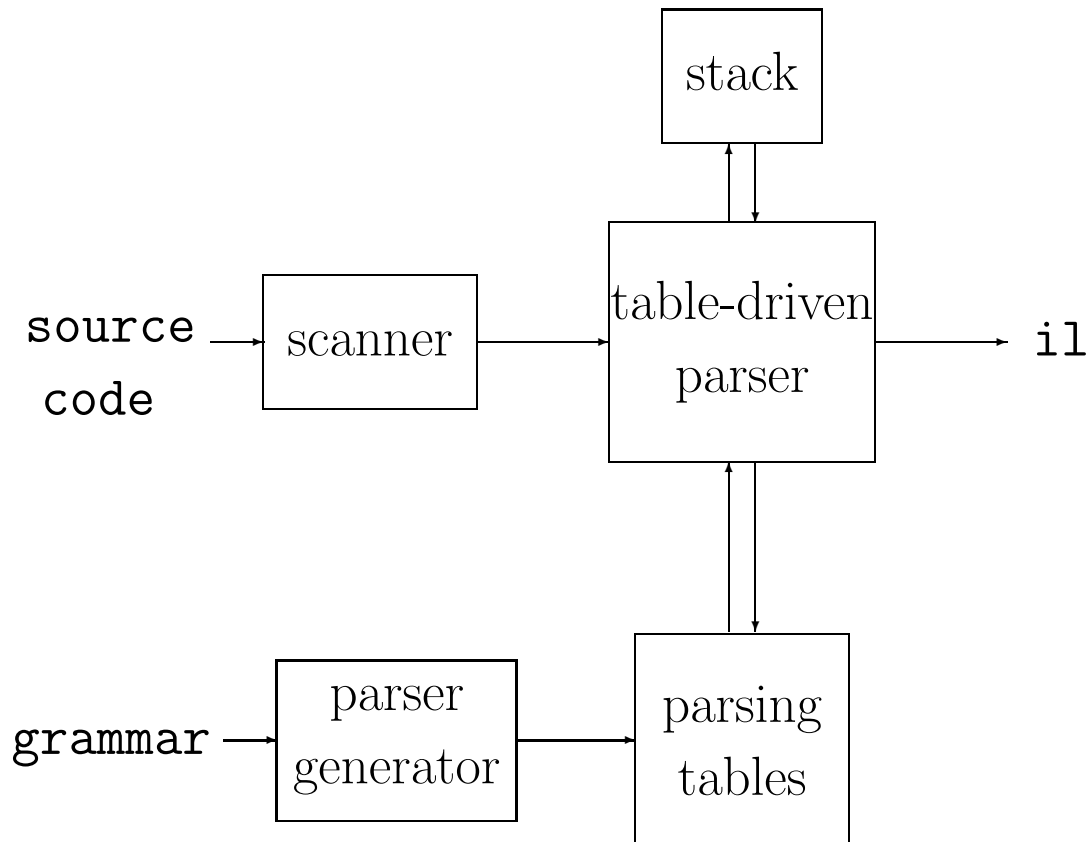
Rather than writing code, we build tables.

Building tables can be automated!

## Generating a Table-Driven Parser

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A parser generator system often looks like:



## Next Lecture

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Things to do:

Start programming in C. Check out the web for tutorials.

Next time:

- Recursive-descent parsers
- Syntax-directed translation schemes
- Imperative programming languages
- Pointers, basic types etc. in C
- Read Scott 5.1 - 5.3 (some background - chapter on CD)