Syntactic Predicates: Selective Backtracking

- 1. Definition
- 2. Difference between semantic / syntactic predicates
- 3. Examples

1. Definition

- Syntactic predicates are grammar fragments that describe a syntactic context that must be satisfied before application of an associated production is authorized
- Syntactic predicates are a form of selective backtracking that allow the recognition of constructs beyond the capabilities of conventional parsing.
- Form: rule : (α)? β | γ ;
- Shorthand: rule : (α)? | γ ;

2. Difference between sem / syn preds

- Semantic predicates alter the parse with semantic information such as symbol table info.
- Syntactic predicates use purely syntactic information; i.e., the next n symbols of lookahead.
- Use a semantic predicate to disambiguate things that are identical syntactically, but differ according to context; e.g., function call versus array reference in FORTRAN (VAL(42,I)).

- Use a syntactic predicate for language constructs that do not look the same, but cannot be resolved with the normal LL(k) parsing mechanism.
- Exponentially slow in worst-case: use sparingly.
- ullet Can be used to avoid ANTLR analysis delays; shuts off full LL(k) lookahead computation.

3. Examples

Using shorthand:

Or, more efficiently:

C Example

Ellis and Stroustrup on C++:

"There is an ambiguity in the grammar involving expression-statements and declarations... The general cases cannot be resolved without backtracking... In particular, the lookahead needed to disambiguate this case is not limited."

```
T(*a)-m=7; // expression-statement; type cast to T(*a)(int); // pointer to function declaration
```

Ellis and Stroustrup's Solution:

"In a parser with backtracking the disambiguating rule can be stated very simply:

- 1. If it looks like a declaration, it is; otherwise
- 2. if it looks like an expression, it is; otherwise
- 3. it is a syntax error."

ANTLR solution using syntactic predicates: