Parsing

Ernest Kirstein

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Parsing, in the most abstract sense, is the process of attempting to fit a string (or list of tokens) to one or more structured representations. Typically, the set of possible structured representations, R, is defined by some formal grammar specification. [1–4] A parsing algorithm can be though of as a routine which reduces R to only those representations which are valid for a particular string.

Definition 1.

$$P(s, R) = \{\forall r \in R : valid(r, s)\}$$

That explanation is a bit dense, so allow me to explain. Let's take the following context free grammar, G, as an example.

$$S \to a$$
$$S \to bS$$

The structured representations specified by a CFG are all rooted, ordered trees called parse trees. [3] In this case, the set of parse trees defined under this CFS all have a root node which corresponds to the symbol S. All S nodes have either one or two child nodes: they can have a terminal child node corresponding to the symbol a; or they can have a terminal and non terminal child node corresponding to b and S respectively.

The following are all examples of parse trees are in R_G:

$$(S, \{a\})$$
$$(S, \{b, (S, \{a\})\})$$
$$(S, \{b, (S, \{b, (S, \{a\})\})\})$$
$$\ldots \text{ etc.}$$

All the trees in R_G can be generated by recursively apply the rules in G to non-terminal symbols according to their corresponding rules (more on that later). [3]

So now let's try to parse the string "bba" in this grammar: $P(\text{"}bba\text{"}, R_G)$. To first reduce R_G, we might consider only those structured representations which have less than 4 terminal nodes:

$$(S, \{a\})$$
$$(S, \{b, (S, \{a\})\})$$
$$(S, \{b, (S, \{b, (S, \{a\})\})\})$$

And to complete the parsing, we can simply scan those 3 representations and determine which ones (if any) correspond to "bba". We see that $(S, \{b, (S, \{b, (S, \{a\})\})\})$ (let's label it, r_v) is the only valid representation. So we can resolve $P(\text{"}bba\text{"}, R_G)$ to the set containing only r_v. This is, of course, a very ad hoc algorithm. There are much more robust approaches that will be discussed shortly.

Parsing - Divide and Conquire

Let's look at that last algorithm a little more closely. What allowed us to conclude that r_v was the only valid representation by searching only the 3 parse trees? Well, all the representations longer than 3 aren't valid so... It seems intuitive, but let's be explicit:

Theorem 1. *Let s be a string and let R, A, and B be sets of representations such that $R \subseteq A \cup B$ and $B \subseteq R$. If $\forall x \in A : \neg valid(x, s)$ then $P(s, R) = P(s, B)$.*

Proof. Let s be a string and let R, A, and B be sets of representations such that $R \subseteq A \cup B$ and $B \subseteq R$. For contradiction, let us assume that $\forall x \in A : \neg valid(x, s)$ and $P(s, R) \neq P(s, B)$. So either there must be some $r \in R$ and $r \notin B$ that is a valid representation of s or there must be some $b \in B$ and $b \notin R$ that is a valid representation of s. The later is impossible because B is a subset of R. And if $r \in R$ and $r \notin B$ then $r \in A$ since $R \subseteq A \cup B$ and $B \subseteq R$. But that contradicts our assumption that $\forall x \in A : \neg valid(x, s)$. □

References

[1] Alice E. Fischer and Frances S. Grodzinsky. *The Anatomy of Programming Languages.* Prentice-Hall, Inc., Englewood Cliffs, NJ, 1993.

[2] F. D. Lewis. Recursive descent parsing. `http://www.cs.engr.uky.edu/~lewis/essays/compilers/rec-des.html`, 2002.

[3] Peter Linz. *An Introduction to Formal Languages and Automata.* Jones and Bartlett Publishers, Inc., Sudbury, MA, 2001.

[4] William M. Waite and Lynn R. Carter. *An Introduction to Compiler Construction.* HarperCollins College Publishers, New York, NY, 1993.