## **Introduction to Parsing**

CS143 Lecture 5

Instructor: Fredrik Kjolstad
Slide design by Prof. Alex Aiken, with modifications

### **Outline**

- Limitations of regular languages
- Parser overview

- Context-free grammars (CFG's)
- Derivations

Ambiguity

### **Languages and Automata**

- Formal languages are very important in CS
  - Especially in programming languages
- Regular languages
  - The weakest formal languages widely used
  - Many applications
- We will today study context-free languages

### **Beyond Regular Languages**

- Many languages are not regular
- Strings of balanced parentheses are not regular:

$$\left\{ \binom{i}{i}^i \mid i \geq 0 \right\}$$

## What Can Regular Languages Express?

Languages requiring counting modulo a fixed integer

 Intuition: A finite automaton that runs long enough must repeat states

 Finite automaton can't remember # of times it has visited a particular state

## The Functionality of the Parser

- Input: sequence of tokens from lexer
- Output: abstract syntax tree (AST) of the program

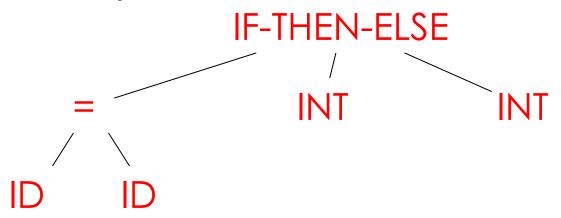
### **Example**

Cool

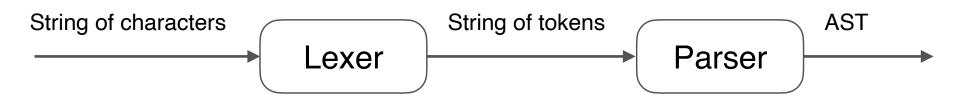
if 
$$x = y$$
 then 1 else 2 fi

Parser input

Parser output



# **Comparison with Lexical Analysis**



#### The Role of the Parser

- Not all strings of tokens are programs . . .
- ... parser must distinguish between valid and invalid strings of tokens

- We need
  - A language for describing valid strings of tokens
  - A method for distinguishing valid from invalid strings of tokens

### **Context-Free Grammars**

Programming language constructs have recursive structure

An EXPR is
 if EXPR then EXPR else EXPR fi
 while EXPR loop EXPR pool

 Context-free grammars are a natural notation for this recursive structure

## **CFGs (Cont.)**

- A CFG consists of
  - A set of terminals T
  - A set of non-terminals N
  - A start symbol S (a non-terminal)
  - A set of productions

$$X \to Y_1 Y_2 \dots Y_n$$
 where  $X \in N$  and  $Y_i \in T \cup N \cup \{\epsilon\}$ 

### **Notational Conventions**

- In these lecture notes
  - Non-terminals are written upper-case
  - Terminals are written lower-case
  - The start symbol is the left-hand side of the first production

### **Examples of CFGs**

A fragment of Cool:

```
EXPR → if EXPR then EXPR else EXPR fi
| while EXPR loop EXPR pool
| id
```

## **Examples of CFGs (cont.)**

Simple arithmetic expressions:

$$E \rightarrow E * E$$

$$| E + E$$

$$| (E)$$

$$| id$$

(Running example this week and next)

## The Language of a CFG

Read productions as rules:

$$X \rightarrow Y_1 \dots Y_n$$

means X can be replaced by  $Y_1 \dots Y_n$ 

## Key Idea

- Begin with a string consisting of the start symbol "S"
- 2. Replace any non-terminal X in the string by a the right-hand side of some production

$$X \rightarrow Y_1 \dots Y_n$$

3. Repeat (2) until there are no non-terminals in the string

### The Language of a CFG (Cont.)

More formally, write

$$X_1 \dots X_{i-1} X_i X_{i+1} \dots X_n \rightarrow X_1 \dots X_{i-1} Y_1 \dots Y_m X_{i+1} \dots X_n$$

if there is a production

$$X_i \rightarrow Y_1 \dots Y_m$$

## The Language of a CFG (Cont.)

### Write

$$X_1 \dots X_n \rightarrow^* Y_1 \dots Y_m$$

if

$$X_1 \dots X_n \rightarrow \dots \rightarrow Y_1 \dots Y_m$$

in 0 or more steps

### The Language of a CFG

Let G be a context-free grammar with start symbol S. Then the language of G is:

 $\{a_1...a_n \mid S \rightarrow^* a_1...a_n \text{ and every } a_i \text{ is a terminal}\}$ 

#### **Terminals**

 Terminals are so-called because there are no rules for replacing them

Once generated, terminals are permanent

Terminals ought to be tokens of the language

### **Examples**

L(G) is the language of CFG G

Strings of balanced parentheses  $\{(i)^i \mid i \geq 0\}$ 

$$\left\{ \binom{i}{i}^i \mid i \geq 0 \right\}$$

Two grammars:

$$S \rightarrow (S)$$
 OR  $S \rightarrow (S)$ 
 $S \rightarrow \epsilon$ 

### **Cool Example**

A fragment of Cool:

```
EXPR → if EXPR then EXPR else EXPR fi
| while EXPR loop EXPR pool
| id
```

### **Cool Example (Cont.)**

Some elements of the Cool CFG

id
if id then id else id fi
while id loop id pool
if while id loop id pool then id else id fi
if if id then id else id fi then id else id fi

### **Arithmetic Example**

Simple arithmetic expressions:

$$E \rightarrow E+E \mid E*E \mid (E) \mid id$$

Some programs in the language:

#### **Notes**

The idea of a CFG is a big step. But:

- Membership in a language is "yes" or "no"
  - We also need a parse tree of the input
- Must handle errors gracefully

Need an implementation of CFG's (e.g., bison)

#### **More Notes**

- Form of the grammar is important
  - Many grammars generate the same language
  - Tools are sensitive to the grammar
  - Note: Tools for regular languages (e.g., flex) are also sensitive to the form of the regular expression, but this is rarely a problem in practice

### **Derivations and Parse Trees**

A derivation is a sequence of productions leading to a string of only terminals

$$S \rightarrow ... \rightarrow d ...$$

A derivation can be drawn as a tree

- Start symbol is the tree's root
- For a production X → Y<sub>1</sub> ... Y<sub>n</sub> add children Y<sub>1</sub> ... Y<sub>n</sub> to node X

### **Derivation Example**

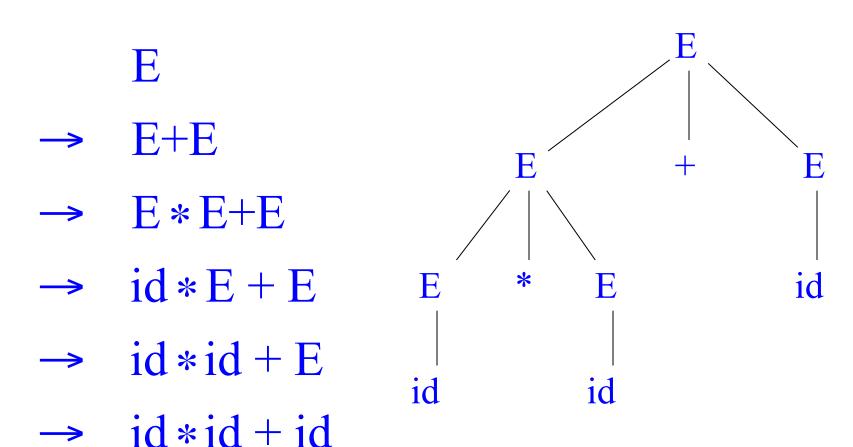
Grammar

$$E \rightarrow E+E \mid E*E \mid (E) \mid id$$

String

$$id * id + id$$

### **Derivation Example (cont.)**

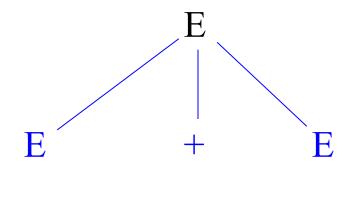


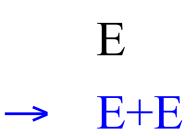
# **Derivation in Detail (1)**

E

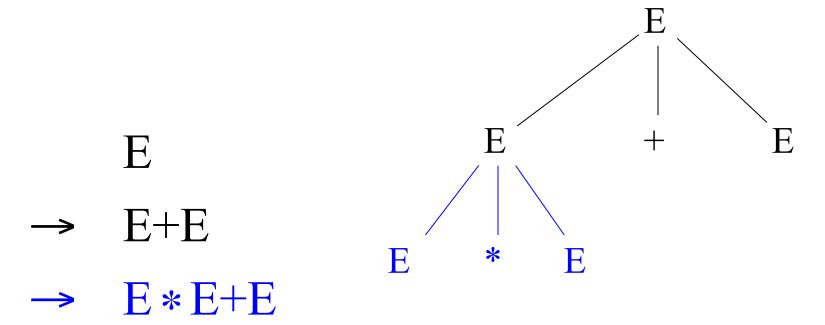
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# **Derivation in Detail (2)**

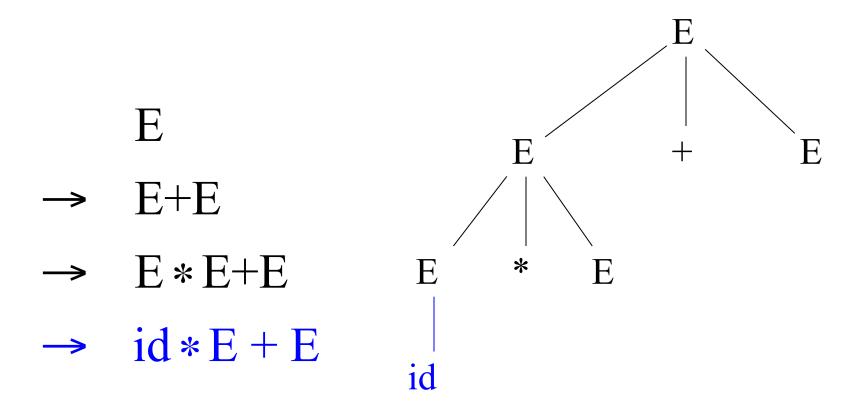




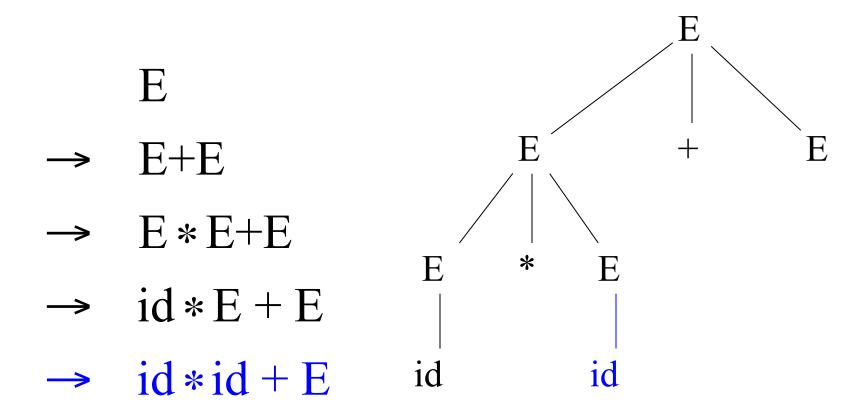
# **Derivation in Detail (3)**



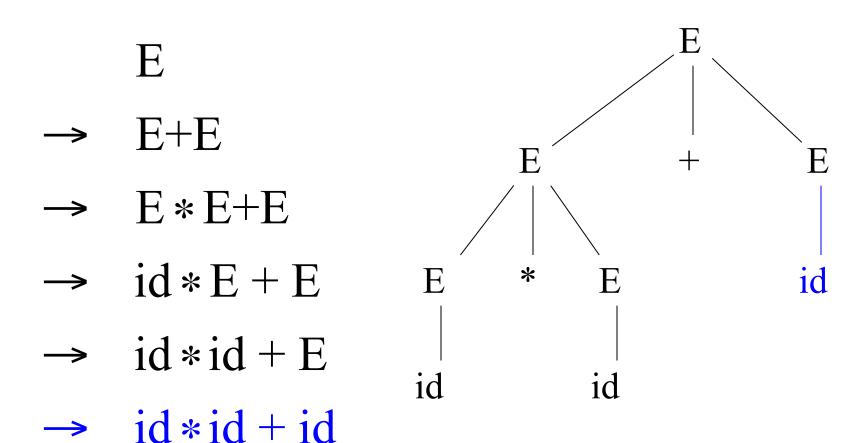
# **Derivation in Detail (4)**



### **Derivation in Detail (5)**



## **Derivation in Detail (6)**



#### **Notes on Derivations**

- A parse tree has
  - Terminals at the leaves
  - Non-terminals at the interior nodes
- An in-order traversal of the leaves is the original input

 The parse tree shows the association of operations, the input string does not

## **Left-most and Right-most Derivations**

- The example is a left-most derivation
  - At each step, replace the left-most non-terminal
- There is an equivalent notion of a right-most derivation

$$\rightarrow$$
 E+E

$$\rightarrow$$
 E+id

$$\rightarrow$$
 E \* E + id

$$\rightarrow$$
 E \* id + id

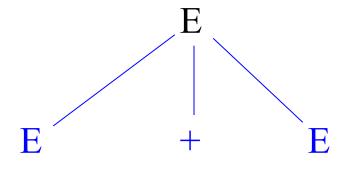
$$\rightarrow$$
 id \* id + id

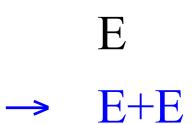
# **Right-most Derivation in Detail (1)**

E

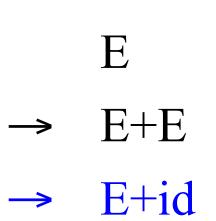
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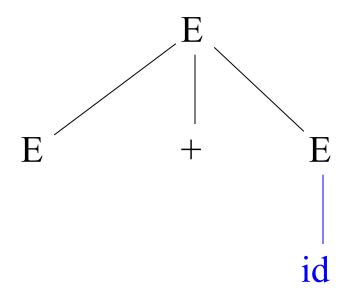
# **Right-most Derivation in Detail (2)**





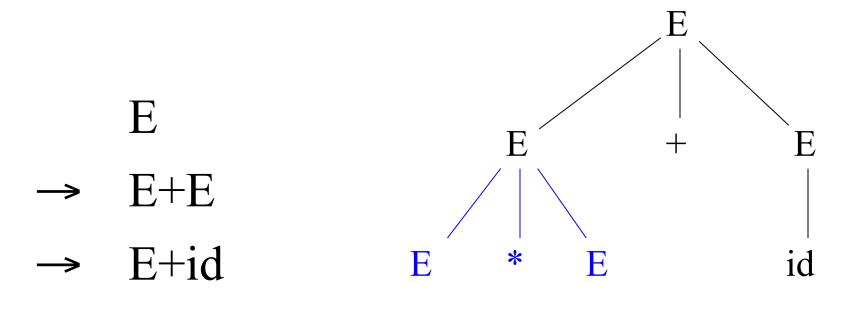
## Right-most Derivation in Detail (3)





#### **Right-most Derivation in Detail (4)**

 $\rightarrow$  E \* E + id



#### **Right-most Derivation in Detail (5)**

$$E$$

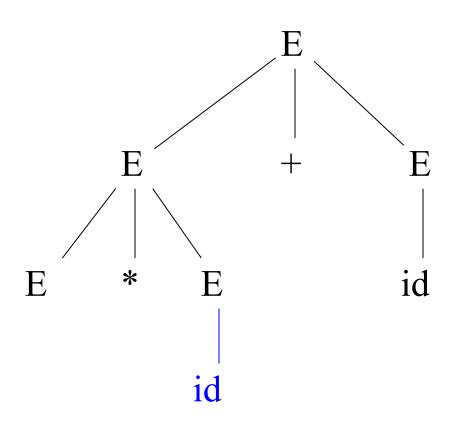
$$\rightarrow E+E$$

$$\rightarrow E+id$$

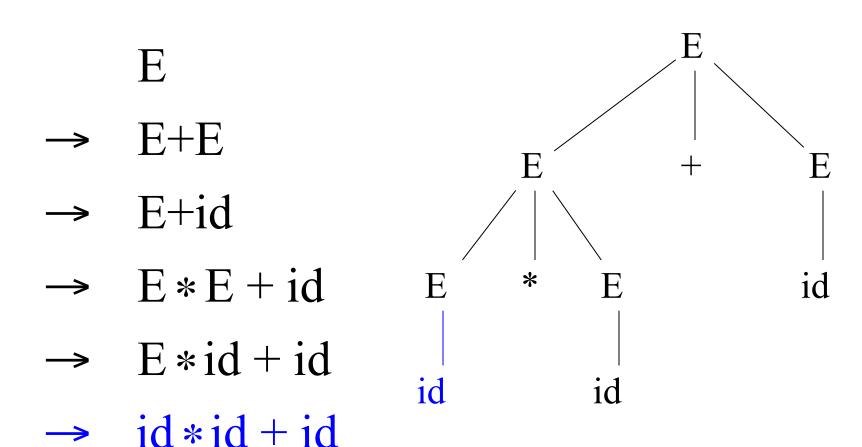
$$\rightarrow E*E+id$$

$$\rightarrow E*E+id$$

$$\rightarrow E*id+id$$



## **Right-most Derivation in Detail (6)**



#### **Derivations and Parse Trees**

 Note that right-most and left-most derivations have the same parse tree

 The difference is the order in which branches are added

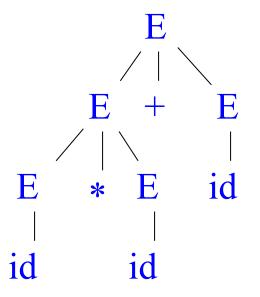
#### **Summary of Derivations**

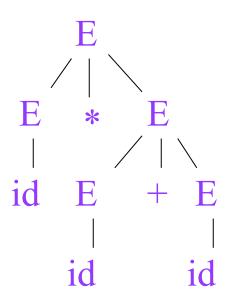
- We are not just interested in whether s ∈ L(G)
  - We need a parse tree for s
- A derivation defines a parse tree
  - But a parse tree may have many derivations
- Left-most and right-most derivations are important in parser implementation

#### **Ambiguity**

- Grammar  $E \rightarrow E+E \mid E*E \mid (E) \mid id$
- String id \* id + id

#### This string has two parse trees





## **Ambiguity (Cont.)**

- A grammar is ambiguous if it has more than one parse tree for some string
  - Equivalently, there is more than one right-most or leftmost derivation for some string
- Ambiguity is BAD
  - Leaves meaning of some programs ill-defined

#### **Dealing with Ambiguity**

$$E \rightarrow E+E \mid E*E \mid (E) \mid id$$

- There are several ways to handle ambiguity
- Most direct method is to rewrite grammar unambiguously (stratification):

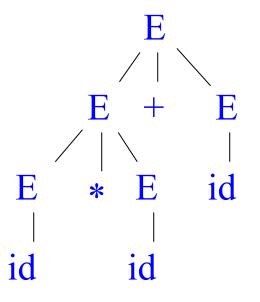
$$E \rightarrow E' + E \mid E'$$

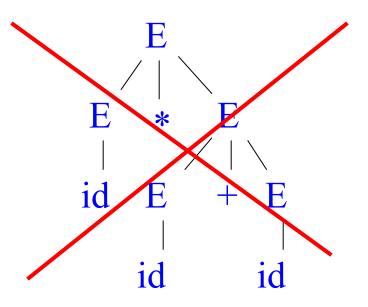
$$E' \rightarrow id * E' \mid id \mid (E) * E' \mid (E)$$

Enforces precedence of \* over +

#### **Ambiguity in Arithmetic Expressions**

- Grammar  $\stackrel{E}{\to}$   $\stackrel{E'}{\to}$   $\stackrel{E'}{\to}$
- String id \* id + id





#### **Ambiguity: The Dangling Else**

Consider the grammar

```
E → if E then E

I if E then E else E

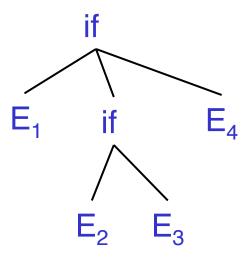
I ...
```

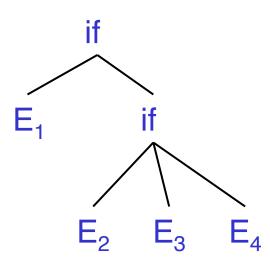
This grammar is also ambiguous

#### The Dangling Else: Example

The expression

has two parse trees





We typically want the second form

# The Dangling Else: A Fix

 $MIF \rightarrow if E then MIF else MIF$ 

I OTHER

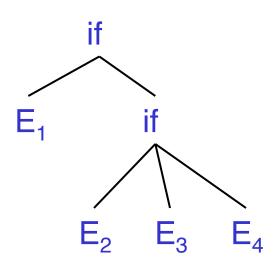
```
E → if E then E
I if E then E else E
I OTHER
```

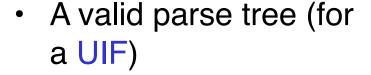
- An else should match the closest unmatched then
- We can describe this in the grammar:

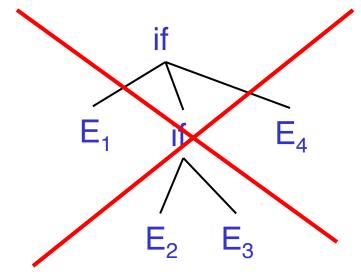
```
E → MIF /* all then are matched */
| TUIF /* some then is unmatched */
| Disallow if-then inside then-clause
| UIF → if E then E | I if E then MIF else UIF
```

#### The Dangling Else: Example Revisited

The expression if E<sub>1</sub> then if E<sub>2</sub> then E<sub>3</sub> else E<sub>4</sub>







 Not valid because the then expression is not a MIF

## **Ambiguity**

- No general techniques for handling ambiguity
- Impossible to automatically convert an ambiguous grammar to an unambiguous one

- Used with care, stratification can complicate the grammar
  - We need another disambiguation mechanisms

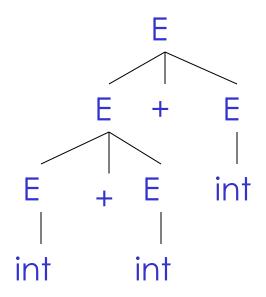
#### **Precedence and Associativity Declarations**

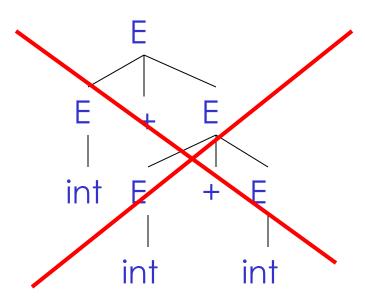
- Instead of rewriting the grammar
  - Use the more natural (ambiguous) grammar
  - Along with disambiguating declarations
- Most tools allow <u>precedence and associativity</u> <u>declarations</u> to disambiguate grammars

Examples ...

#### **Associativity Declarations**

- Consider the grammar E → E + E | int
- Ambiguous: two parse trees of int + int + int

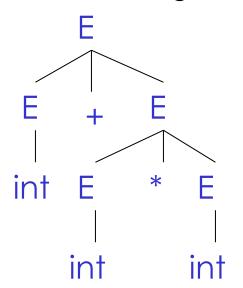


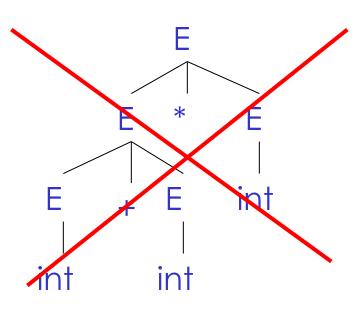


Left associativity declaration: %left +

#### **Precedence Declarations**

- Consider the grammar E → E + E | E \* E | int
  - And the string int + int \* int





- Precedence declarations: %left +
  - %left \*