Top Down Parsing

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```
void f(int a) {
   if ((8)) {
   }
}
```

```
void f(int a) {
    if ((8)) {
    }
}
```

Valid

```
void f(int a) {
   if ((8))) {
   }
}
```

```
void f(int a) {
   if ((8))) {
   }
}
```

Invalid

```
if ((8)) {
}
```

```
if ((8)) {
}
```

Invalid

```
void f() {
    int a[];
}
```

```
void f() {
    int a[];
}
```

Invalid

```
void f() {
    int a[10.0];
}
```

```
void f() {
    int a[10.0];
}
```

Invalid

```
void f(int a[]) {
}
```

```
void f(int a[]) {
}
```

Valid

```
void f() {
   int i = 0;
   int j = 1;
   j + i;
}
```

```
void f() {
   int i = 0;
   int j = 1;
   j + i;
}
```

Valid

```
void f() {
   int i = 0;
   j + i;
   int j = 1;
}
```

```
void f() {
    int i = 0;
    j + i;
    int j = 1;
}
```

Valid

Contains string of the form:

• 8, (1), (((0))), ...

Disallowing:

• ((1), 8()

Contains string of the form:

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Disallowing:

• ((1), 8()

Is there a DFA/NFA that accepts the language? Is there a regular expression the accepts the language?

The language is **not regular**

There is no DFA that accepts it

Proof:

- ullet If it has a DFA, the we have d states
- Consider the input ((... 77 that has d + 1 left parentheses
- Every time we read (, we need to change to a new state
 - We need to act differently if we saw 4 parentheses or 10
- But we have only *d* states...

- A set of terminals T and a set of non-terminals V
- Production rules of the form
 - $A \rightarrow a_1 a_2 \dots a_n$
 - $A \in V$, $a_i \in T \cup V$
- Starting symbol *S* :
 - $S \rightarrow a_1 a_2 \dots a_n$

Example:

- $S \rightarrow c$
- $S \rightarrow aSb$

Which words belong to this grammar?

Example:

- $S \rightarrow c$
- $S \rightarrow aSb$

Which words belong to this grammar?

• c, acb, aacbb, aaacbbb, ...

Does the language of **balanced parentheses** have a CFG?

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- $S \rightarrow N$
- $S \rightarrow (S)$

Are there languages which have no CFG?

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Are there languages which have no CFG? Yes
Can we have multiple CFG's describing the same language?

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Can we have multiple CFG's describing the same language? Yes

Predictive Parser: Definition

Some languages has a predictive parser:

- We determine the production rule according to the current token
- We begin we the start symbol
 - From the top...

The language of balanced parentheses:

- $S \rightarrow N$
- $S \rightarrow (S)$

has a predictive parser.

```
void parse S() {
                             void parse token(int expected) {
  switch (token) {
                                if (token == expected) {
                                   token = lexer.next token();
  case N:
   parse token(N);
                               } else {
                                 // error
   break;
  case L PAREN:
   parse token(L PAREN);
   parse S();
   parse token(R PAREN);
   break
                              void parse() {
  default:
                                parse S();
    // error
                                if (token != EOF)
                                  // error
```

What happens for the input (7)? Call trace:

- parse_S
 - parse_token // match with '('
 - parse_S
 - parse token // match with '7'
 - parse_token // match with ')'

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- parse_S
 - parse_token // match with '('
 - parse_S
 - parse_token // match with '('
 - parse_S
 - parse_token // match with '7'
 - parse_token // match with ')'
 - parse_token // error, expecting ')'

Find a CFG for a language with the 3 kinds of parentheses:

• (), [], {}

Contains string of the form:

- (([][]{}))[]
- [()]

Not allowing:

• **(())**{

CFG definition:

- $S \rightarrow (S)S$
- $S \rightarrow [S]S$
- $S \rightarrow \{S\}S$
- $S \rightarrow \epsilon$

Language of Balanced Parentheses 2

```
void parse S() {
  switch (token) {
 case L PAREN:
   parse S1();
   break;
 case L BRACKET:
   parse S2();
   break;
 case L BRACE:
   parse S3();
   break;
 default:
   break;
```

```
void parse S1() {
  parse token(L PAREN);
 parse S();
 parse_token(R_PAREN);
  parse S();
void parse S2() {
  parse token(L BRACKET);
  parse S();
  parse token(R BRACKET);
  parse S();
void parse S3() {
  parse token(L BRACE);
  parse S();
  parse token(R BRACE);
  parse S();
```

A language with binary operators (+,-,*,/) and numbers:

- 1
- 1+1
- (1+1)*(7/2)
- 2+1-7

A (possible) CFG for that language:

- $S \rightarrow N$
- $S \rightarrow S + S$
- $S \rightarrow S S$
- $S \rightarrow S * S$
- $S \rightarrow S / S$
- $S \rightarrow (S)$

A (possible) CFG for that language:

- $S \rightarrow N$
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Will predictive parsing work here?

Left Recursion

There is no predictive parser which can handle the previous CFG

Why?

Left Recursion

There is no predictive parser which can handle the previous CFG

Why?

```
void parse_S() {
   switch (token) {
   case L_PAREN:
     parse_S();
     break;
   ...
}
```

Left Recursion

Why it happens? In the rule $S \rightarrow S + S$:

• S itself appears on the **left side** of the alternative

If we still want a predictive parser

• Need to **eliminate** left recursion

Left Recursion Elimination

If we have:

- $X \rightarrow a$
- $X \to Xb$

Then the language contains:

• *a*, *ab*, *abb*, *abbb*, ...

Define an alternative CFG:

- $X \rightarrow aY$
- $Y \rightarrow bY \mid \epsilon$

Left Recursion Elimination

In general, if we have:

- $X \rightarrow a_1 \mid a_2 \mid \dots$
- $X \rightarrow Xb_1 \mid Xb_2 \mid \dots$

We will rewrite as follows:

- $X \rightarrow a_1 Y |a_2 Y| \dots$
- $Y \rightarrow b_1 Y |b_2 Y| \dots |\epsilon|$

Before left recursion elimination:

- $S \rightarrow N$
- $S \to (S) | S + S | S S | S * S | S / S$

What are our a_i , b_i ?

Before left recursion elimination:

- $S \rightarrow N$
- $S \to (S) | S + S | S S | S * S | S / S$

What are our a_i , b_i ?

- $a_1 = N, a_2 = (S)$
- $b_1 = +S$, $b_2 = -S$, $b_3 = *S$, $b_4 = /S$

Before left recursion elimination:

- $S \rightarrow N$
- $S \to (S) | S + S | S S | S * S | S / S$

The resulting CFG:

- $S \rightarrow NT \mid (S)T$
- $T \rightarrow +ST \mid -ST \mid *ST \mid /ST \mid \epsilon$

LL(1)

Definitions:

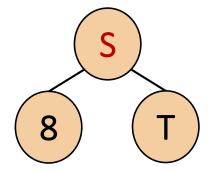
- A grammar that has a predictive parser is called LL(1)
- A language that has LL(1) grammar is called LL(1)

CFG vs Language

- A language may hove more the one CFG
- We might have a language which 2 CFG's where:
 - One of them is LL(1)
 - The other one isn't...

- $S \rightarrow NT$
- $S \rightarrow (S)T$
- $T \rightarrow +ST$
- $T \rightarrow -ST$
- $T \rightarrow * ST$
- $T \rightarrow /ST$
- $T \rightarrow \epsilon$

- $S \rightarrow NT$
- $S \rightarrow (S)T$
- $T \rightarrow +ST$
- $T \rightarrow -ST$
- $T \rightarrow * ST$
- $T \rightarrow /ST$
- $T \rightarrow \epsilon$



•
$$S \rightarrow NT$$

•
$$S \rightarrow (S)T$$

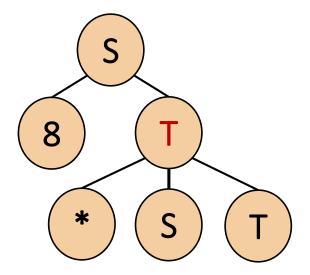
•
$$T \rightarrow +ST$$

•
$$T \rightarrow -ST$$

•
$$T \rightarrow * ST$$

•
$$T \rightarrow /ST$$

•
$$T \rightarrow \epsilon$$



•
$$S \rightarrow NT$$

•
$$S \rightarrow (S)T$$

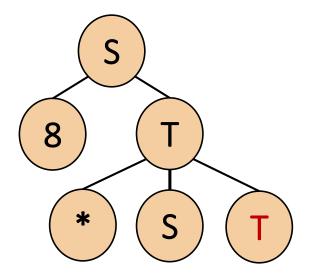
•
$$T \rightarrow +ST$$

•
$$T \rightarrow -ST$$

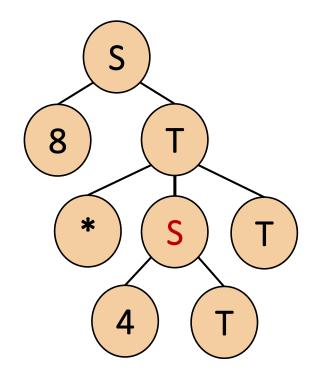
•
$$T \rightarrow * ST$$

•
$$T \rightarrow /ST$$

•
$$T \rightarrow \epsilon$$



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- $S \rightarrow (S)T$
- $T \rightarrow +ST$
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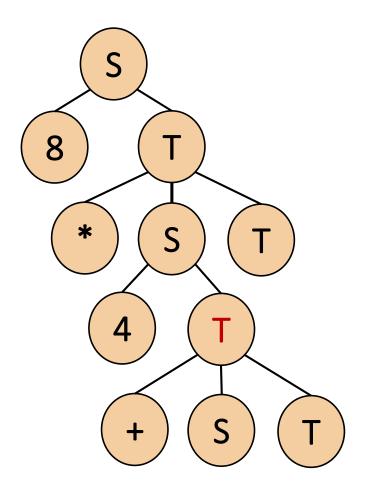
•
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$$T \rightarrow * ST$$

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$$T \rightarrow /ST$$

•
$$T \rightarrow \epsilon$$



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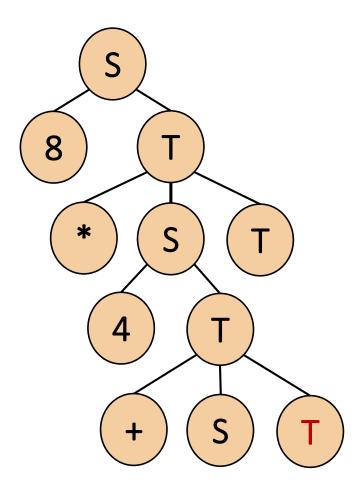
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$$T \rightarrow \epsilon$$



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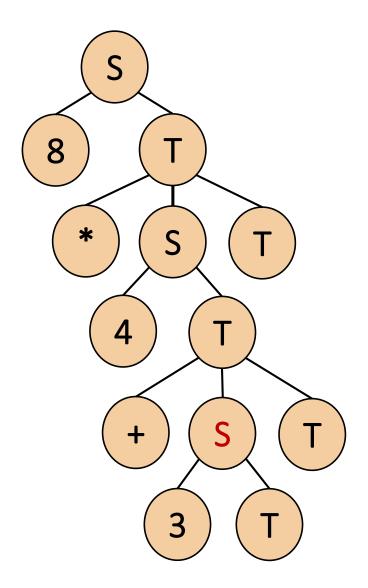
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$$S \rightarrow NT$$

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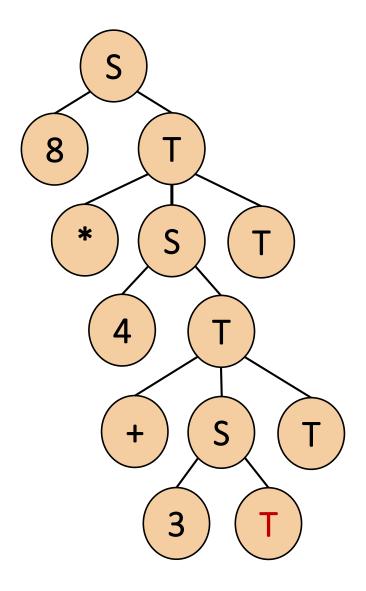
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$$T \rightarrow +ST$$

•
$$T \rightarrow -ST$$

•
$$T \rightarrow * ST$$

•
$$T \rightarrow /ST$$

•
$$T \rightarrow \epsilon$$



Operator Precedence

Our CFG does not contain information about operator precedence!

- The expression 8 * 4 + 3 is interpreted as 8 * (4 + 3)
- We need to find another grammar...

Operator Precedence

A CFG with operator precedence:

- $S \rightarrow S + T \mid S T \mid T$
- $T \rightarrow T * F \mid T / F \mid F$
- $F \rightarrow N \mid (S)$

Operator Precedence

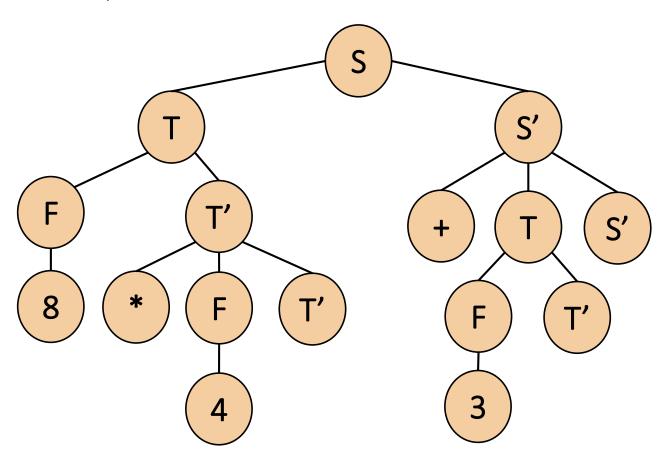
A CFG with operator precedence:

- $S \rightarrow S + T \mid S T \mid T$
- $T \rightarrow T * F \mid T / F \mid F$
- $F \rightarrow N \mid (S)$

After eliminating **left recursion**:

- $S \rightarrow TS'$
- $S' \rightarrow +TS' | -TS' | \epsilon$
- $T \rightarrow FT'$
- $T' \rightarrow *FT' \mid /FT' \mid \epsilon$
- $F \rightarrow N \mid (S)$

With the new CFG, the derivation tree for 8 * 4 + 3:



Left Factoring

Left recursion was an issue, are there other issues? What about the following grammar:

- $E \rightarrow if(E)$ then E
- $E \rightarrow if(E)$ then E else E
- $E \rightarrow int$

Left Factoring

Rewrite the original CFG:

- $E \rightarrow if(E)$ then E
- $E \rightarrow if(E)$ then E else E
- $E \rightarrow int$

To the following:

- $E \rightarrow if(E)$ then EX
- $X \rightarrow \epsilon$
- $X \rightarrow else E$
- $E \rightarrow int$

Consider the following grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

No left recursion, no left factoring...
But can we build a predictive parser for it?

Consider the following grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

No left recursion, no left factoring...
But can we build a predictive parser for it?

No!

Consider the following grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

If the first symbol is a, we can't predict the right rule:

- If we choose $T \to a$, then it will fail to parse the input ab
- If we choose $T \to \epsilon$, then it will fail to parse the input aab

We can substitute T with it's possible alternatives.

The original grammar:

- $S \rightarrow Tab$
- $T \rightarrow a \mid \epsilon$

After substitution:

- $S \rightarrow ab$
- $S \rightarrow aab$

Are we done?

We need to perform left factoring:

- $S \rightarrow ab$
- $S \rightarrow aab$

After left factoring:

- $S \rightarrow aX$
- $X \rightarrow b \mid ab$

LL(1) Parsing is not always possible

The following grammar can't be fixed:

- $S \rightarrow A$
- $S \rightarrow B$
- $A \rightarrow aAb$
- $A \rightarrow \epsilon$
- $B \rightarrow aBbb$
- $B \rightarrow \epsilon$

LL(1) Parsing: is it always desirable?

Grammars of real languages are overloaded with

- Left recursion
- Left factoring
- Nullable rules

Even if we can fix it, the resulting grammar may be unreadable...