TD1: Recursive Descent

Top-down Parsing

CMPT 379: Compilers

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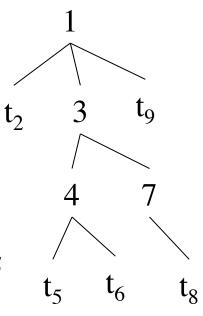
anoopsarkar.github.io/compilers-class

Intro to Top-Down Parsing

- The parse tree is constructed
 - From the top
 - From the left to right

 Terminals are seen in the order of appearance in the token stream

$$t_2 t_5 t_6 t_8 t_9$$



Consider the grammar

```
-E \rightarrow T + E \mid T
-T \rightarrow int \mid int *T \mid (E)
```

- Token stream is int₅ * int₂
- Start from top-level non-terminal E
 - Try the rules for E in order

backtrack to choices for E₀

$$E \rightarrow T + E$$
 $E \rightarrow T$
 $T \rightarrow int$
 $T \rightarrow int * T$
 $T \rightarrow (E)$

Input: int₅ * int₂

 $\text{Try } \mathbf{E}_0 \rightarrow \mathbf{T}_1 + \mathbf{E}_2$ E_0 Try $T_1 \rightarrow int$ Token int matches! Failure but + does not match to input Try $T_1 \rightarrow int * T_2$ Tokens int and * match int₅ Try $T_3 \rightarrow int$ Token int matches input is matched but tree should match $+ E_2$ Failure Try $T_1 \rightarrow (E_3)$ Token (does not match Failure has exhausted the choices for T_1

$$E \rightarrow T + E$$
 $E \rightarrow T$
 $T \rightarrow int$
 $T \rightarrow int * T$
 $T \rightarrow (E)$

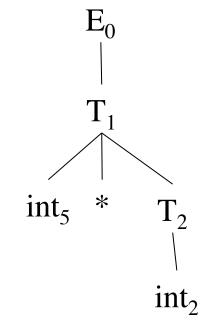
Input:

int₅ * int₂

Try: $E_0 \rightarrow T_1$ Try $T_1 \rightarrow int$ Token int matches!

but no non-terminals left and the input is not matched completely

Try $T_1 \rightarrow int * T_2$ Tokens int, * match



Token int matches!

Try $T_2 \rightarrow int$

Succeed! No non-terminal left in the tree, input is totally matched

Preliminaries

- TOKEN: the type of all tokens
 - Special tokens INT, OPEN, CLOSE, PLUS, TIMES

 The global next points to the next token in the input

Implementing Productions

- Define boolean functions that check the token string for match of
 - A given token terminal

```
bool term(TOKEN tok) { return *next++ == tok; }
```

A given production of S (the n-th)

```
bool S_n() \{...\}
```

Any production of S

```
bool S() {...}
```

These functions advance next

Implementing Productions

For production E → T
 bool E₁() { return T(); }

```
E \rightarrow T
E \rightarrow T + E
```

- For production E → T + E
 bool E₂() { return T() && term(PLUS) && E(); }
- For all productions of E (with backtracking)

```
bool E() {
    TOKEN *save = next;
    return (next= save, E₁()) || (next= save, E₂()); }
```

Implementing Productions

For non-terminal T

```
bool T₁() { return terms(OPEN) && E() && term(CLOSE); }
bool T<sub>2</sub>() { return terms(INT) && term(TIMES) && T(); }
bool T_3() { return terms(INT); }
                                                              E \rightarrow T + E
                                                              E \rightarrow T
bool T() {
                                                              T \rightarrow (E)
    TOKEN *save = next;
                                                              T \rightarrow int * T
    return (next= save, T_1())
                                                              T \rightarrow int
             \| (\text{next= save, T}_{3}()) \|
             \| (\text{next= save, T}_3()); \}
```

- To start the parser
 - Initialize next to point to the first token
 - Invoke E()
- Note how this simulates our previous example
- Easy to implement
- But not always working!

Left-Recursion in Recursive Descent Parsing

- Consider a production S → S a
 - bool S₁() { return S() && term(a); }
 - bool S() { return $S_1()$; }
- S() will get into an infinite loop
- Left-recursive grammar has a nonterminal S
 - $-S \rightarrow \uparrow + ... S ...$
- Recursive descent parsing does not work for left-recursive grammars

Elimination of Left Recursion

Consider the left recursive grammar

$$-S \rightarrow Sa \mid b$$

- S generates all strings starting with 'b' and followed by a number of 'a'
- Can rewrite using right-recursion
 - $-S \rightarrow bS'$
 - $-S' \rightarrow aS' \mid \epsilon$

No Immediate Left Recursion

In general for immediate left recursion

$$-S \rightarrow S \alpha_1 | \dots | S \alpha_n | \beta_1 | \dots | \beta_m$$

- All strings derived from S start with one of $\beta_1, ..., \beta_m$ and continue with several instances of $\alpha_1, ..., \alpha_n$
- Rewrite as

$$-S \rightarrow \beta_1 S'|...|\beta_m S'$$

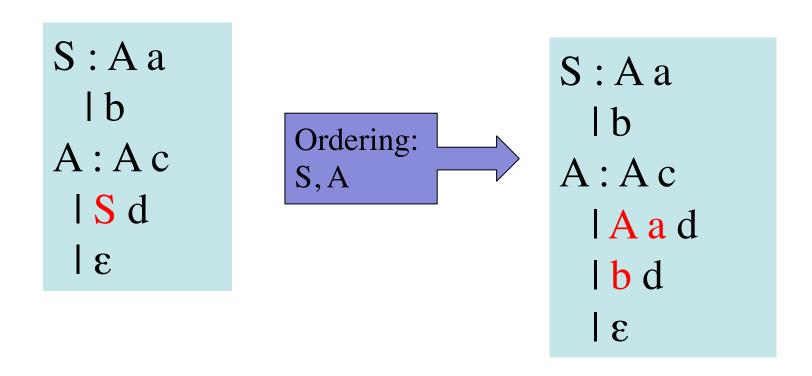
$$-S' \rightarrow \alpha_1 S'|...|\alpha_n S'|\epsilon$$

No Immediate Left Recursion

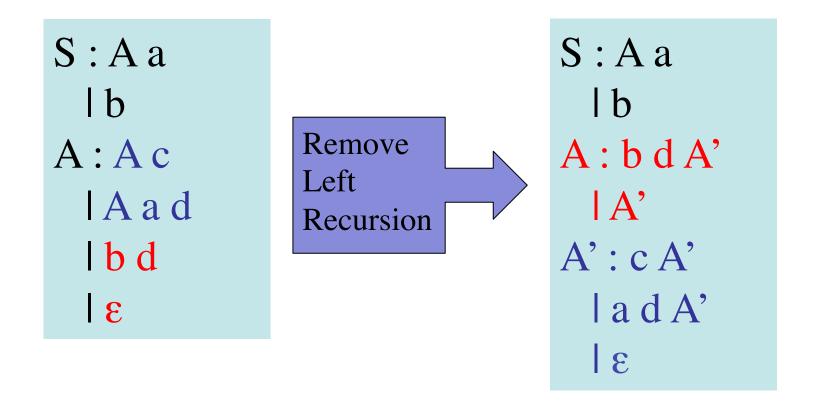
 $T \longrightarrow T*F \longrightarrow T*F*F \longrightarrow F*F*F$ T:T*FT: F T' ΙF T': * F T' No left F: a recursion 3 1 b F: a l b

$$T \longrightarrow FT' \longrightarrow F*FT' \longrightarrow F*F*FT' \longrightarrow F*F*F$$

Remove General Left Recursion



Immediate Left Recursion



General Left Recursion

Input: grammar G with no cycles A -> A or empty rules A -> ϵ Output: grammar with no left recursion Arrange nonterminals in order $A_1, A_2, A_3, ..., A_n$ for i = 1 to $n \{$ for j = 1 to i-1 { replace each rule $A_i \rightarrow A_i \alpha$ where $A_i \rightarrow \beta_1 \mid ... \mid \beta_m$ with the rules $A_i \rightarrow \beta_1 \alpha \mid ... \mid \beta_m \alpha$ remove immediate left recursion among A_i rules

Remove General Left Recursion

```
S : A a
  1b
A:Ac
  ISd
  IB
B:Be
  IAf
  IS g
  l h
```



```
S -> A a
| b
| A -> b d A'
| B A'
| A' -> a d A'
| c A'
| ε
```

```
B -> b d A' a g B'

| b d A' f B'

| b g B'

| h B'

| B' -> A' a g B'

| A' f B'

| e B'

| ε
```

Summary of Recursive Descent

- Simple and general parsing strategy
 - Left-recursion must be eliminated first
 - Most of the time manually (but it can be done automatically)
 - Backtracking is inefficient
 - In practice, backtracking is eliminated by restricting the grammar
 - Used in production compilers (e.g. gcc front-end)

How to compute: Does $X \Rightarrow * \varepsilon$?

• The question `Does $X \Rightarrow * \varepsilon$?' can be written as the predicate: nullable(X)

```
Nullable = {} (set containing nullable non-terminals)

Changed = True

While (changed):
    changed = False
    if X is not in Nullable:
        if
        1. X \rightarrow \epsilon is in the grammar, or
        2. X \rightarrow Y_1 \dots Y_n is in the grammar and Y_i is in Nullable for all i then
        add X to Nullable; changed = True
```

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