

Recursive descent parser (For every variable, there will be a function) *the function name*

$E \rightarrow iE'$

$E' \rightarrow +iE' / \epsilon$

$l \rightarrow$ lookahead variable

$E()$ $l = \text{getchar}();$

{ if ($l == i$)

{ match('i');

$E'()$;

}

$E'()$

{ if ($l == '+'$)

{ match('+');

match('i');

$E'()$;

} else

} return; // for E' production

match(char t)

{ if ($l == t$)

$l = \text{getchar}();$

else

printf("error");

}

main()

{ $E()$;

if ($l == '\$'$)

{ printf("parsing successful");

}

eg generate $i + i \$$

for: $i + i \$$

main() ~~if~~

$E()$
i +



Bottomup Parser

Operator Precedence Parsing (No prob with ambiguity)

Operator precedence parser - Operator grammar

Operator grammar - generally defines mathematical grammar.

①

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

- ① No 2 variables are adjacent } Operator grammar
② No ϵ productions

connect

$$\begin{array}{l} E \rightarrow EAE / id \\ A \rightarrow + / * \end{array} \quad \left. \begin{array}{l} \text{adjacent} \\ \text{Not operator grammar} \end{array} \right\}$$

In general, in any mathematical expr is ϵ two identifiers don't come together

② $S \rightarrow SAS/a$

$$A \rightarrow bSb/b$$

\Rightarrow Not operator grammar

Expand $S \rightarrow SbSbS / SbS / a$ } No 2 var are adjacent
 $A \rightarrow bSb/b$

\rightarrow Using operator relation table the parser works.

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

→ higher precedence
← lower

Operation relation table has to be constructed

i. precedence

| | id | + | * | \$ |
|----|----|---|---|----|
| id | - | > | > | > |
| + | < | > | < | > |
| * | < | > | > | > |
| \$ | < | < | < | - |

Identifiers will have higher precedence than any operator

→ left associative ∴ we consider the higher precedence for left +.

\$ → least precedence with any operator

* → left associate

Ex- Parse

$id + id * id \$$

look & shift
push

Whenever top of the stack is \leq lookahead \Rightarrow push

top " " \geq lookahead \Rightarrow pop

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

$\$ \leq id \Rightarrow$ push id

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

$id \geq + \Rightarrow$ pop id \Rightarrow id is reduced to E in the tree

$\$ \leq + \Rightarrow$ push + \$ +

$id + id * id \$$

$+ \leq id \Rightarrow$ push id

\$ + id

$id + id * id \$$

$id \geq * \Rightarrow$ pop id \rightarrow id is reduced to E

$+ \leq * \Rightarrow$ push *

\$ + *

$id + id * id \$$

$* \leq id \Rightarrow$ push id

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

$\$ id \geq \$ \Rightarrow$ pop id $\Rightarrow id \rightarrow E$

$* \geq \$ \Rightarrow$ pop *

$+ \geq \$ \Rightarrow$ pop +



$\$ \$ \rightarrow$ Success

Q2) $id + id + id$

\uparrow
~~id~~ $\$ \leq id$ \$ id
 push id

$\$$
 $id + id + id$
 \uparrow id id

$id \geq +$ ~~pop id~~
 $\$ \leq +$ push ~~id~~ + \$ +

$id + id + id$
 \uparrow
 $+ \leq id$ push id \$ + id

$id + id + id$
 \uparrow

$id \geq +$ pop id \$ +

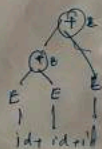
+ and + left most + > right most +
 \rightarrow pop +
~~pop~~ ~~pop~~ ~~pop~~

$id + id + id$
 \uparrow $\$ \leq +$ push + \$ +

$id + id + id$
 \uparrow $+ \leq id$ push id \$ + id

$id + id + id$
 \uparrow

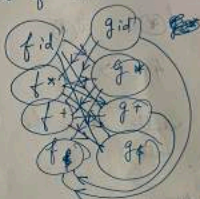
~~id~~ $id \geq \$$ \rightarrow pop id
 $+ \geq \$$ \rightarrow pop +
 $\$ \$ \Rightarrow$ error



If there are n operators in the grammar
 the no. of entries $\Rightarrow \text{find} \Rightarrow \text{size of the relation table}$
 \therefore Disadvantage = size of the table.

In order to \downarrow the size of the table \Rightarrow
 we create operator fn table
 i.e. for rows table f and columns g .

| $f \backslash g$ | id | + | * | \$ |
|------------------|----|---|---|----|
| id | - | > | > | > |
| + | < | > | < | > |
| * | < | > | > | > |
| \$ | < | < | < | - |



$>$ trans $f \rightarrow g$
 error
 $<$ $f \leftarrow g$

Using the graph find the length of the longest path.

After constructing the graph, check if it is acyclic, if yes the operator fn table can't be generated.

Find the length of longest path starting from a particular node.

$f_{id} \rightarrow g_{*} \rightarrow f_{+} \rightarrow g_{+} \rightarrow f_{\$}$
 $g_{id} \rightarrow f_{*} \rightarrow g_{*} \rightarrow f_{+} \rightarrow g_{+} \rightarrow f_{\$}$

| | id | + | * | \$ |
|---|----|---|---|----|
| f | 4 | 2 | 4 | 0 |
| g | 5 | 1 | 3 | 0 |

\therefore Find table size $O(2n)$

f¹ ⊕ g¹

2 > 1

~~2~~ + > +

f² ⊕ g²

4 > 3

* > +

f³ ⊕ g³

4 > 1

* > *

Same results can be obtained, with less size of table

Disadvantage :-

id and id ⇒ Blank in relⁿ table
 ⇒ Non-blank entry in fⁿ table

Blank entry is generally error

∴ the error detectⁿ capability of relⁿ table is lesser than that of fⁿ table

But generally, fⁿ table is used.

In C, no. of operators - approx 100

relⁿ table ⇒ 10000 entries
 fⁿ " ⇒ 200 "

Handle Pump?

Reductio

