

Recursive Descent Parser

Parsing is the process to determine whether the start symbol can derive the program or not. If the Parsing is successful then the program is a valid program otherwise the program is invalid.

There are generally two types of Parsers:

1. Top-Down Parsers:

In this Parsing technique we expand the start symbol to the whole program.

Recursive Descent and LL parsers are the Top-Down parsers.

2. Bottom-Up Parsers:

In this Parsing technique we reduce the whole program to start symbol.

Operator Precedence Parser, LR(0) Parser, SLR Parser, LALR Parser and CLR Parser are the Bottom-Up parsers.

Recursive Descent Parser:

It is a kind of Top-Down Parser. A top-down parser builds the parse tree from the top to down, starting with the start non-terminal. A *Predictive Parser* is a special case of Recursive Descent Parser, where no Back Tracking is required.

By carefully writing a grammar means eliminating left recursion and left

factoring from it, the resulting grammar will be a grammar that can be parsed by a recursive descent parser.

Example:

Before removing left
recursion

$E \rightarrow E + T \mid T$

$T \rightarrow T * F \mid F$

$F \rightarrow (E) \mid id$

After removing left
recursion

$E \rightarrow T E'$

$E' \rightarrow + T E' \mid e$

$T \rightarrow F T'$

$T' \rightarrow * F T' \mid e$

$F \rightarrow (E) \mid id$

****Here e is Epsilon**

For Recursive Descent Parser, we are going to write one program for every variable.

Example:

Grammar: $E \rightarrow i E'$

$E' \rightarrow + i E' \mid e$

```

int main()
{
    // E is a start symbol.
    E();

    // if lookahead = $, it represents the end of the string
    // Here l is lookahead.
    if (l == '$')
        printf("Parsing Successful");
}

// Definition of E, as per the given production
E()
{
    if (l == 'i') {
        match('i');
        E'();
    }
}

// Definition of E' as per the given production
E'()
{
    if (l == '+') {
        match('+');
        match('i');
        E'();
    }
    else
        return ();
}

// Match function
match(char t)
{
    if (l == t) {
        l = getchar();
    }
    else
        printf("Error");
}

```