

Steps to Work on Assignment 5

Jianguo Lu

February 2, 2021

(Remember to read this slides together with the lecture slides. They complement each other)

1 Step1: Run the starter code

2 Transform into A5.java

3 Add more rules

4 Make it faster

Run the example code posted on the course web site

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Create a clean directory
 - This is very important: if you use a directory in previous assignments, you may use some programs left from previous assignments and you are not aware of that
- Download the following Java programs (rightclick then 'save as')
 - [RecursiveDescent.java](#)
 - [Symbol.java](#)
 - [Calc3Scanner.java](#)
 - [Calc2Symbol.java](#)
- Note that Symbol, Calc3Scanner, Calc2Symbol are classes from earlier examples. They are part of a scanner.
- Our focus is to write the parser, i.e., RecursiveDescent.java
- Compile everything and run

```
>javac *.java  
>java RecursiveDescent
```

Understand the program: Read input in RecursiveDescent.java

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static int pointer = -1;
static ArrayList tokens = new ArrayList();

public static void main(String[] args) throws Exception {
    Calc3Scanner scanner = new Calc3Scanner(new FileInputStream(new
        File("calc2.input")));
    Symbol token;
    while ((token=scanner.yylex()).sym!= Calc2Symbol.EOF) {
        tokens.add(token);
    }
    tokens.add(token);    // add EOF as the last token in the array
    ... ..
}
```

- It reads the input into *tokens* array. Note that *tokens* is declared as an instance variable of the class.
- Each token is of type Symbol. We reuse the Symbol class from A3 and A4.
- We reuse Calc3Scanner that is generated before.
- Note that `yylex()` is the default method to get the next token in scanner that is generated by JLLex.
- Calc2Symbol is used to record the type of the symbol (e.g., whether it is an ID or EOF).

Understand the program: Parse the input

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
public static void main(String[] args) throws Exception {  
    ...  
    boolean legal= program() && nextToken().sym==Calc2Symbol.EOF;  
    System.out.println(legal);  
}
```

- Call the recursive descent parser

Understand the program: Parse the input

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
public static void main(String[] args) throws Exception {  
    ...  
    boolean legal= program() && nextToken().sym==Calc2Symbol.EOF;  
    System.out.println(legal);  
}
```

- Call the recursive descent parser
- The start symbol is 'program'.

Understand the program: Parse the input

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
public static void main(String[] args) throws Exception {  
    ...  
    boolean legal= program() && nextToken().sym==Calc2Symbol.EOF;  
    System.out.println(legal);  
}
```

- Call the recursive descent parser
- The start symbol is 'program'.
- The input is valid if it is a 'program' and we reached the EOF.

Understand the 'program' method

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/**  program  $\rightarrow$  statement program
     program  $\rightarrow$  statement
 */
static boolean program() {
    check whether "program  $\rightarrow$  statement program" can be applied
    if not, check whether "program  $\rightarrow$  statement" can be applied
}
```

- Recall the grammar rule for 'program', which defines a sequence of statements
- e.g., the derivation for three statements *statement statement statement* is

$$\begin{aligned} \text{program} &\Rightarrow \text{statement program} \\ &\Rightarrow \text{statement statement program} \\ &\Rightarrow \text{statement statement statement} \end{aligned}$$

(1)

- We will try these two rules in sequence
- If the first rule (recursion rule) fails, we fall back to try the second one (the base case)
- How to implement this in real Java?

Understand the 'program' method

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/**  program-->statement program
    program-->statement
 */
static boolean program() throws Exception

    if (statement() && program())  return true;
```

- Try the first rule

Understand the 'program' method

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/**  program-->statement program
    program-->statement
 */
static boolean program() throws Exception

    if (statement() && program())  return true;

    if (statement())  return true;
```

- Try the first rule
- Try the second rule

Understand the 'program' method

Steps to Work on Assignment 5

Step1: Run the starter code

```
/** program-->statement program
    program-->statement
*/
static boolean program() throws Exception

    int savePointer = pointer;
    if (statement() && program()) return true;
    pointer = savePointer;
    if (statement()) return true;
```

- Try the first rule
- Try the second rule
- When the first rule fails, move the pointer back to the starting position

The pattern for writing a recursive descent parser

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Each non-terminal corresponds to a method
- Each rule corresponds to a if statement
- The if statement involves calls of methods (Nonterminals)
- What if there are terminals? e.g.,
- How to implement the Expr rule? (note that there is a terminal '+')

```
/** expr--> term+expr  
    expr--> term  
*/
```

Exp example

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/** expr--> term+expr  
    expr--> term
```

```
*/
```

```
static boolean expr() throws Exception
```

```
    if (term() && nextToken().sym==Calc2Symbol.PLUS && expr()) return true;
```

- Try the first rule. The meaning is that we want to see a term, a terminal '+', and an expression in that sequence. Note the different from the 'program' example, i.e., here we need to treat a terminal '+'. using nextToken().

Exp example

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/** expr--> term+expr  
    expr--> term
```

```
*/
```

```
static boolean expr() throws Exception
```

```
    if (term() && nextToken().sym==Calc2Symbol.PLUS && expr()) return true;
```

```
    if (term()) return true;
```

- Try the first rule. The meaning is that we want to see a term, a terminal '+', and an expression in that sequence. Note the different from the 'program' example, i.e., here we need to treat a terminal '+'. using nextToken().
- Try the second rule

Exp example

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/** expr--> term+expr
    expr--> term
 */
static boolean expr() throws Exception
    int savePointer = pointer;
    if (term() && nextToken().sym==Calc2Symbol.PLUS && expr()) return true;
    pointer = savePointer;
    if (term()) return true;
```

- Try the first rule. The meaning is that we want to see a term, a terminal '+', and an expression in that sequence. Note the different from the 'program' example, i.e., here we need to treat a terminal '+'. using nextToken().
- Try the second rule
- When the first rule fails, move the pointer back to the starting position

Exp example

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
/** expr--> term+expr
    expr--> term
 */
static boolean expr() throws Exception
    int savePointer = pointer;
    if (term() && nextToken().sym==Calc2Symbol.PLUS && expr()) return true;
    pointer = savePointer;
    if (term()) return true;
    pointer = savePointer;
    return false;
```

- Try the first rule. The meaning is that we want to see a term, a terminal '+', and an expression in that sequence. Note the different from the 'program' example, i.e., here we need to treat a terminal '+'. using nextToken().
- Try the second rule
- When the first rule fails, move the pointer back to the starting position
- When both rules fails, fall back to the starting position

The most common error

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

What if we write the grammar as follows

```
/** expr--> expr+term  
    expr--> term  
*/
```

The most common error

Steps to Work on Assignment 5

Step1: Run the starter code

What if we write the grammar as follows

```
/** expr--> expr+term
    expr--> term
*/
```

The corresponding program would be

```
static boolean expr() throws Exception
...
    if (expr() && nextToken().sym==Calc2Symbol.PLUS && term()) return true;
...
    if (term()) return true;
...
}
```

The most common error

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

What if we write the grammar as follows

```
/** expr--> expr+term  
    expr--> term  
*/
```

The corresponding program would be

```
static boolean expr() throws Exception  
...  
    if (expr() && nextToken().sym==Calc2Symbol.PLUS && term()) return true;  
...  
    if (term()) return true;  
...
```

What is the problem of this code?

Infinit loop

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean expr() {  
    ...  
    if (expr() ...) ...  
    ...  
}
```

- Your program will freeze
- There is an infinite loop when you have a recursive call without moving forward the token pointer
- Why the previous example does not have infinite loop: it tests 'term()' first. While doing so, it consumes some tokens, i.e., moving the pointer forward.
- How to avoid infinite loop: change the grammar so that it is not left recursive.

Avoid infinite loops

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Test your program before submitting
- If your submission page hangs there for a long time, probably your code has infinite loop
- If that happens, email us to kill your process.

1 Step1: Run the starter code

2 Transform into A5.java

3 Add more rules

4 Make it faster

Renaming and Copying your previous Scanner

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Rename `RecursiveDescent.java` into `A5.java`
- Copy your `A4Scanner.java` into your `A5` directory, and rename it into `A5Scanner.java`
- Copy your `A4Sym.java` into your `A5` directory, and rename it as `A5Sym.java`
- `Symbol.java` will remain to be the same
- Change your main method to read from `a5.tiny`.
- Copy a test file in the directory. Make sure it is named '`a5.tiny`'
- Try to compile and run:

```
javac *.java
```

- If compilation goes well, try to run the parser

```
java A5.java
```

- There could be error messages ...

Change the main method in A5.java

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
public static void main(String[] args) throws Exception {
    BufferedWriter bw=new BufferedWriter(new FileWriter("a5.output"))
        ;
    A5Scanner scanner=new A5Scanner(new FileInputStream(new File("A5.
        tiny"))));
    Symbol token;
    while ((token=scanner.yylex()).sym!= A5Sym.EOF) {
        tokens.add(token);
    }
    tokens.add(token);
    boolean legal= program() && nextToken().sym==A5Sym.EOF;
    bw.write((legal)?" legal":" illegal");
    bw.close();
}
```

- It is mostly the same as in our starter code except
 - input/output file names
 - classes for the scanner
- note that `yylex()` is the default method to get the next token in scanner that is generated by `JLlex`. Make sure that it is the the method name in the scanner
- Make sure you have `EOF` in `A5Sym`. If your earlier `A4Sym.java` does not have that symbol, or you have a different symbol name, you can add one or change it manually.

Make it run

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean statement() throws Exception {  
    int savePointer = pointer;  
    if (assignment() && nextToken().sym == Calc2Symbol.SEMI) {  
        return true;  
    }  
    pointer = savePointer;  
    return false;  
}
```

- There could be many possible error messages in your previous step, depending on your A4Scanner and A4Sym.

Make it run

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean statement() throws Exception {  
    int savePointer = pointer;  
    if (assignment() && nextToken().sym == Calc2Symbol.SEMI) {  
        return true;  
    }  
    pointer = savePointer;  
    return false;  
}
```

- There could be many possible error messages in your previous step, depending on your A4Scanner and A4Sym.
- e.g., you need to replace Calc2Symbol systematically with A5Sym

Make it run

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean statement() throws Exception {  
    int savePointer = pointer;  
    if (assignment() && nextToken().sym == Calc2Symbol.SEMI) {  
        return true;  
    }  
    pointer = savePointer;  
    return false;  
}
```

- There could be many possible error messages in your previous step, depending on your A4Scanner and A4Sym.
- e.g., you need to replace Calc2Symbol systematically with A5Sym
- You need to align the symbol name (here SEMI) with the symbol name in your A4.

Make it run

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean statement() throws Exception {  
    int savePointer = pointer;  
    if (assignment() && nextToken().sym == Calc2Symbol.SEMI) {  
        return true;  
    }  
    pointer = savePointer;  
    return false;  
}
```

- There could be many possible error messages in your previous step, depending on your A4Scanner and A4Sym.
- e.g., you need to replace Calc2Symbol systematically with A5Sym
- You need to align the symbol name (here SEMI) with the symbol name in your A4.
- After these renaming operations, the program should be able to run.

Make it run

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean statement() throws Exception {  
    int savePointer = pointer;  
    if (assignment() && nextToken().sym == Calc2Symbol.SEMI) {  
        return true;  
    }  
    pointer = savePointer;  
    return false;  
}
```

- There could be many possible error messages in your previous step, depending on your A4Scanner and A4Sym.
- e.g., you need to replace Calc2Symbol systematically with A5Sym
- You need to align the symbol name (here SEMI) with the symbol name in your A4.
- After these renaming operations, the program should be able to run.
- You can try to parse simple 'program's like

```
x=x+1
```

Make it run

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
static boolean statement() throws Exception {  
    int savePointer = pointer;  
    if (assignment() && nextToken().sym == Calc2Symbol.SEMI) {  
        return true;  
    }  
    pointer = savePointer;  
    return false;  
}
```

- There could be many possible error messages in your previous step, depending on your A4Scanner and A4Sym.
- e.g., you need to replace Calc2Symbol systematically with A5Sym
- You need to align the symbol name (here SEMI) with the symbol name in your A4.
- After these renaming operations, the program should be able to run.
- You can try to parse simple 'program's like

```
x=x+1
```

- Up to now, it is exactly the same as RecursiveDescent.java, except renaming and try to use your scanner in A4.

1 Step1: Run the starter code

2 Transform into A5.java

3 Add more rules

4 Make it faster

Add one rule at a time

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Implement all the rules in the Tiny language specification

Add one rule at a time

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Implement all the rules in the Tiny language specification
- But always add one rule at a time, and test the rule with a test case once it is added

Add one rule at a time

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Implement all the rules in the Tiny language specification
- But always add one rule at a time, and test the rule with a test case once it is added
 - e.g., program is a sequence of functions. And define a java method for function.

Add one rule at a time

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Implement all the rules in the Tiny language specification
- But always add one rule at a time, and test the rule with a test case once it is added
 - e.g., program is a sequence of functions. And define a java method for function.
 - Watch out for infinite loops (left recursion).

Add one rule at a time

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Implement all the rules in the Tiny language specification
- But always add one rule at a time, and test the rule with a test case once it is added
 - e.g., program is a sequence of functions. And define a java method for function.
 - Watch out for infinite loops (left recursion).
 - Make sure the pointer is put back every time the rule fails (the IF statement is false)

Add one rule at a time

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Implement all the rules in the Tiny language specification
- But always add one rule at a time, and test the rule with a test case once it is added
 - e.g., program is a sequence of functions. And define a java method for function.
 - Watch out for infinite loops (left recursion).
 - Make sure the pointer is put back every time the rule fails (the IF statement is false)
- This process is time consuming, but would be less frustrating.

1 Step1: Run the starter code

2 Transform into A5.java

3 Add more rules

4 Make it faster

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

■ Is it really slow?

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use
 - There is no backtracking in LR and LL parsing

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use
 - There is no backtracking in LR and LL parsing
 - That is the whole point of developing advanced parsing techniques

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use
 - There is no backtracking in LR and LL parsing
 - That is the whole point of developing advanced parsing techniques
 - Speed matters very much.

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use
 - There is no backtracking in LR and LL parsing
 - That is the whole point of developing advanced parsing techniques
 - Speed matters very much.
 - It scans the input multiple passes (recall that we need to put the pointer to the previous location again and again).

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use
 - There is no backtracking in LR and LL parsing
 - That is the whole point of developing advanced parsing techniques
 - Speed matters very much.
 - It scans the input multiple passes (recall that we need to put the pointer to the previous location again and again).
 - LR or LL parsing scan input once

RecursiveDescent parser is slow

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

- Is it really slow?
 - Try to run on some long programs. e.g., there is a long test case in our test case list.
 - You can observe that the parser pauses for a few seconds.
- Why it is slow?
 - It tries rules one after another. It does not know beforehand which rule should be used.
 - In LR parsing, we always know which is the write rule to use
 - There is no backtracking in LR and LL parsing
 - That is the whole point of developing advanced parsing techniques
 - Speed matters very much.
 - It scans the input multiple passes (recall that we need to put the pointer to the previous location again and again).
 - LR or LL parsing scan input once
 - Hence the complexity of modern parsers is $O(n)$ where n is the length of the input
- How to make it faster?

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\rightarrow$  Term + Exp  
Exp  $\rightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\rightarrow$  Term + Exp  
Exp  $\rightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.
- The input is scanned from the very beginning

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.
- The input is scanned from the very beginning
- Time is wasted by trying the first rule and scanning the input

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.
- The input is scanned from the very beginning
- Time is wasted by trying the first rule and scanning the input
- The problem is 'Term' is repeated in two rules

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.
- The input is scanned from the very beginning
- Time is wasted by trying the first rule and scanning the input
- The problem is 'Term' is repeated in two rules
- We can factor out the common terms, then backtracking is not needed

```
Exp  $\longrightarrow$  Term Terms  
Terms  $\longrightarrow$  + Exp | Epsilon
```

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.
- The input is scanned from the very beginning
- Time is wasted by trying the first rule and scanning the input
- The problem is 'Term' is repeated in two rules
- We can factor out the common terms, then backtracking is not needed

```
Exp  $\longrightarrow$  Term Terms  
Terms  $\longrightarrow$  + Exp | Epsilon
```

- It is called left factoring

How to make it faster?

Steps to
Work on
Assignment
5

Jianguo Lu

Step1: Run
the starter
code

Transform
into A5.java

Add more
rules

Make it
faster

```
Exp  $\longrightarrow$  Term + Exp  
Exp  $\longrightarrow$  Term
```

- Consider the rules (and the corresponding Java program) for parsing Exp
- We try the first rule (scan the term)
- If the first rule does not work out, we try the second rule.
- The input is scanned from the very beginning
- Time is wasted by trying the first rule and scanning the input
- The problem is 'Term' is repeated in two rules
- We can factor out the common terms, then backtracking is not needed

```
Exp  $\longrightarrow$  Term Terms  
Terms  $\longrightarrow$  + Exp | Epsilon
```

- It is called left factoring
- There are other techniques, together they are called predictive parsing.