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1. Cfg’s
   1. Productions
      1. S -> aAbBa
2. Derivation types
   1. LL
      1. Left to right, leftmost derivation
      2. Top-down
         1. Goal directed
      3. Starts with S, grows it down
      4. Ai is generally LL
   2. LR
      1. Left to right, rightmost
      2. Bottom up
         1. Data directed
      3. Starts with input string, ends with S
   3. N^3 of a bad cfg parser
      1. Get rid of by restricting gamer
   4. Distribution of labor
      1. Scanner sends token of number, + symbol, other number, sends to parser
      2. Scanner divides into potential code and sends
   5. In paren
      1. LL(1)- reads one token ahead
      2. LL(2)- reads 2
3. Recursively go down parse tree
   1. Recursive descent
   2. LL grammar
   3. Top down
   4. Enemies
      1. Left recursion
         1. Infinite loop
      2. Common prefixes
         1. Which do I go to first?
         2. How do I know where I am after I do that?
   5. construction
4. Table driven parsing
   1. Bottom-up parsing
5. Epsilon productions
   1. Terminal is an epsilon
6. All knowledge is in the case statements
7. Predict sets