To: 6.231 Staff From: Art Evans

Here is still another attempt at PAL syntax. It is Martin's parse algorithm.

PAL Syntax as a Parse Algorithm

Introduction (This section was last modified on 11/24/67 at 16:53
by Evans.)

This section defines the syntax of PAL using a set of tables accompanied by an algorithm that uses the tables as data. The algorithm examines a string alleged to be a PAL program. If it is, the program is parsed; and if not, that fact is detected and reported. The programmer who understands this section may use it to deduce quite readily how PAL will parse any program.

Two mutually recursive procedures are defined, \underline{E} and \underline{D} , each of which has a single integer parameter. The effect of calling $\underline{E}(\underline{n})$ is (roughly) to read an expression with precedence \underline{n} . $\underline{D}(\underline{n})$ performs similarly for definitions. In addition, routine $\underline{B}\underline{V}$ reads the bound variable part of a definition or of a lambda expression. Finally, the function $\underline{S}\underline{C}\underline{a}\underline{n}$ is used to scan new characters from the source string.

The process is initiated by calling first \underline{Scan} and then $\underline{E}(\underline{0})$. On return from $\underline{E}(\underline{0})$, the string has been scanned. If the string is not a legal PAL program, an error will have been signaled.

It is assumed that the character "X" has been appended as the right-most character of the input, to signal the end of the

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The Driving Tables

text.

The tables that drive the algorithm are shown at the end of this section. Each table is in two parts - Part A and Part B. The usual operation is to look up a character in the first column of a table. A vertical bar in that column indicates "or", so there will be a match on the fifth line of Part A of Table E if the looked-up character is either "+" or "-".

If there is more than one character in an entry in column one of Part A (as on the second line), the intent is that the first character is to be compared with <u>Current</u> and the second with <u>Next</u>. Only if both match is the line said to match. If the match <u>does</u> take place, <u>Scan</u> is called an extra time before proceeding.

The Routine "Scan"

Scan is the routine that reads successive characters from the input text. For the purposes of this discussion, it is assumed that Scan does lexicographic analysis. That is, an entire variable or an entire constant or an entire system word is regarded as a single character. Scan does the necessary processing to permit that assumption.

At any instant, the variable <u>Current</u> has the last character that has been read and the variable <u>Next</u> has the next character

to be read: Calling <u>Scan</u> causes <u>Current</u> to be replaced by <u>Next</u> and the next character from the source to go into <u>Next</u>.

The Routines 'D' and 'E'

Routines \underline{D} and \underline{E} are identical in execution, with the sole exception that \underline{D} uses Table D and \underline{E} uses Table E. In the discussion that follows, reference to "the table" should be interpreted with that understanding. The routines proceed as follows:

Step 1: Let $\underline{\mathbf{n}}$ be the parameter with which the routine was called.

Step 2: Call Scan.

Step 3: Look up <u>Current</u> and <u>Next</u> in the first column of Part A of the table. (It is a reported error if no match is found.) Let <u>Goal</u> be the contents of the second column opposite the found entry.

Step 4: If Goal is empty, go to step 6.

Step 5: Call the routines indicated in Goal.

Step 6: Look up Next in the first column of Part B. If it is not found, return.

Step 7: In the row in which the match was found, let \underline{p} be the contents of the second column and \underline{Goal} the contents of the third column.

Step 8: If n is greater than or equal to p, the step of the step o

Step 9: Call Scan, and then go to step \$\infty 4.

This completes the discussion of routines \underline{D} and \underline{E}_{\bullet}

The Routine "BY"

The routine \underline{BV} is called to read the bound variable part of a lambda expression or of a function-form definition. It is not convenient to specify \underline{BV} in the tabular form which is used for \underline{E} and \underline{D} , so a BNF definition of the strings read by \underline{BV} is given instead:

BY reports error if the available text does not match any string defined by this definition.

On entry, BY calls \underline{Scan} to read the first character of its input. On \underbrace{exit} input. On \underline{categ} , the last character of the bound variable is in $\underline{Current}$.

The Character-Reading Routines

When the <u>Goal</u> contains a character (such as "in" or "."), a routine is invoked that calls <u>Scan</u> and then insures that that

character is in <u>Current</u>. If so, it returns; while if not it reports error.

identifier

string

false

N

Ν

programme o veriable

D(0)

D(3)

within

and

```
. Table E - Part A
                          D(0) in E(0)
   let
   N :
                          E (3)
   goto
                          E (9)
                          E (14)
   not
                          E (25)
   JIY
                          E (30)
   lambda
                          BV - E(3)
                          E(0))
   many identifier
                   Table E - Part B
                            0
   ×
                            1
                                                  D(0)
   where
                                                  E(1)
                            3
                                                  E(3) ? \{g \in (9)\}
                            5
   :=
                            9
                                                  E(9) , E(9)
                           10
logor
                           13
                                                  E(10)
                           14
                                                  E (13)
   = |
                           20
                                                  E (20)
       < | >
                                                  E (25)
                           25
                           30
                                                  E (25)
                           35
                                                  E(0))
                           35
     Mentifier
                    Table D - Part A
                           D(0))
   (
N
                          E (0)
   N
                           BV = E(0)
                           D(6)
   pp | rec
                    Table D - Part B
```

3

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