

Top-Down Parsing

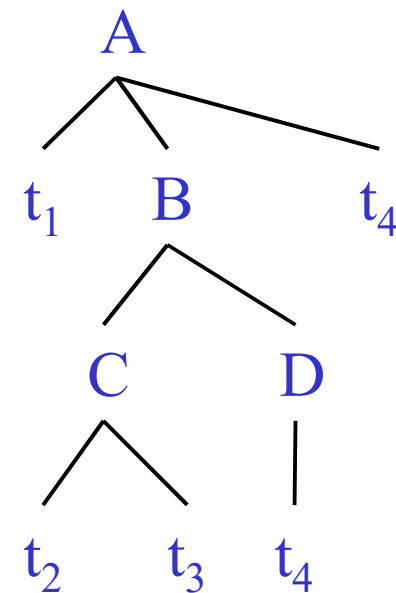
CS164
Lecture 6

Intro to Top-Down Parsing

- Terminals are seen in order of appearance in the token stream:

t_1 t_2 t_3 t_4 t_5

- The parse tree is constructed
 - From the top
 - From left to right



Recursive Descent Parsing

- Consider the grammar

$$E \rightarrow T + E \mid T$$

$$T \rightarrow (E) \mid \text{int} \mid \text{int} * T$$

- Token stream is: $\text{int} * \text{int}$
- Start with top-level non-terminal E
- Try the rules for E in order

- Consider the grammar

$$E \rightarrow T + E \mid T$$

$$T \rightarrow (E) \mid \text{int} \mid \text{int} * T$$

-
- Token stream is: `int * int`

Recursive-Descent Parsing

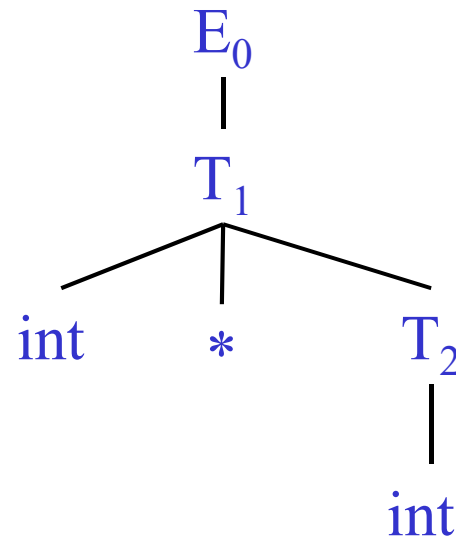
```
void match-A() {  
    choose an A-production  $A \rightarrow X_1 X_2 \dots X_n$   
    for (i = 1 to k)  
        if ( $X_i$  is non-terminal)  
            ...  
        else if ( $X_i$  is a terminal and  $X_i$  is ... )  
            ...  
        else  
    }  
}
```

Recursive Descent Parsing. Example (Cont.)

- Try $E_0 \rightarrow T_1 + E_2$
- Then try a rule for $T_1 \rightarrow (E_3)$
 - But $($ does not match input token int
- Try $T_1 \rightarrow int$. Token matches.
 - But $+$ after T_1 does not match input token $*$
- Try $T_1 \rightarrow int * T_2$
 - This will match but $+$ after T_1 will be unmatched
- Have exhausted the choices for T_1
 - Backtrack to choice for E_0

Recursive Descent Parsing. Example (Cont.)

- Try $E_0 \rightarrow T_1$
- Follow same steps as before for T_1
 - And succeed with $T_1 \rightarrow \text{int} * T_2$ and $T_2 \rightarrow \text{int}$
 - With the following parse tree



Recursive-Descent Parsing

- Parsing: given a string of tokens $t_1 t_2 \dots t_n$, find its parse tree
- Recursive-descent parsing: Try all the productions exhaustively
 - At a given moment the fringe of the parse tree is:
 $t_1 t_2 \dots t_k A \dots$
 - Try all the productions for A : if $A \rightarrow BC$ is a production, the new fringe is $t_1 t_2 \dots t_k B C \dots$
 - Backtrack when the fringe doesn't match the string
 - Stop when there are no more non-terminals

Another Example

- $S \rightarrow S0 \mid 1$ and match 10

When Recursive Descent Does Not Work

- Consider a production $S \rightarrow S a$:
 - In the process of parsing S we try the above rule
 - What goes wrong?
- A left-recursive grammar has a non-terminal S
 $S \rightarrow^+ S\alpha$ for some α
- Recursive descent does not work in such cases
 - It goes into an infinite loop

Elimination of Left Recursion

- Consider the left-recursive grammar

$$S \rightarrow S \alpha \mid \beta$$

- S generates all strings starting with a β and followed by a number of α

- Can rewrite using right-recursion

$$S \rightarrow \beta S'$$

$$S' \rightarrow \alpha S' \mid \varepsilon$$

Elimination of Left-Recursion. Example

- Consider the grammar

$$S \rightarrow 1 \mid S 0 \quad (\beta = 1 \text{ and } \alpha = 0)$$

can be rewritten as

$$S \rightarrow 1 S'$$

$$S' \rightarrow 0 S' \mid \varepsilon$$

More Elimination of Left-Recursion

- In general

$$S \rightarrow S \alpha_1 \mid \dots \mid S \alpha_n \mid \beta_1 \mid \dots \mid \beta_m$$

- All strings derived from S start with one of β_1, \dots, β_m and continue with several instances of $\alpha_1, \dots, \alpha_n$

- Rewrite as

$$S \rightarrow \beta_1 S' \mid \dots \mid \beta_m S'$$

$$S' \rightarrow \alpha_1 S' \mid \dots \mid \alpha_n S' \mid \varepsilon$$

General Left Recursion

- The grammar

$$S \rightarrow A \alpha \mid \delta$$

$$A \rightarrow S \beta$$

is also left-recursive because

$$S \rightarrow^+ S \beta \alpha$$

- This left-recursion can also be eliminated
- See book, Section 4.3 for general algorithm

Summary of Recursive Descent

- Simple and general parsing strategy
 - Left-recursion must be eliminated first
 - ... but that can be done automatically
- Unpopular because of backtracking
 - Thought to be too inefficient
- Often, we can avoid backtracking ...

Predictive Parsers

- Like recursive-descent but parser can “predict” which production to use
 - By looking at the next few tokens
 - No backtracking
- Predictive parsers accept LL(k) grammars
 - L means “left-to-right” scan of input
 - L means “leftmost derivation”
 - k means “predict based on k tokens of lookahead”
- In practice, LL(1) is used

Predictive Parsing

```
void match-A() {  
    choose an A-production  $A \rightarrow X_1 X_2 \dots X_n$   
    for (i = 1 to k)  
        if ( $X_i$  is non-terminal)  
            match- $X_i()$   
        else if ( $X_i$  is a terminal and  $X_i$  is current input)  
            advance input pointer  
        else ...  
    }  
}
```

LL(1) Languages

- In recursive-descent, for each non-terminal and input token there may be a choice of production
- LL(1) means that for each non-terminal and token there is only one production that could lead to success
- Can be specified as a 2D table
 - One dimension for current non-terminal to expand
 - One dimension for next token
 - A table entry contains one production

Predictive Parsing and Left Factoring

- Recall the grammar

$$E \rightarrow T + E \mid T$$

$$T \rightarrow \text{int} \mid \text{int} * T \mid (E)$$

- Impossible to predict because
 - For T two productions start with int
 - For E it is not clear how to predict
- A grammar must be left-factored before use for predictive parsing

Left-Factoring Example

- Recall the grammar

$$E \rightarrow T + E \mid T$$

$$T \rightarrow \text{int} \mid \text{int} * T \mid (E)$$

- Factor out common prefixes of productions

$$E \rightarrow T X$$

$$X \rightarrow + E \mid \varepsilon$$

$$T \rightarrow (E) \mid \text{int } Y$$

$$Y \rightarrow * T \mid \varepsilon$$

LL(1) Parsing Table Example

- Left-factored grammar

$$E \rightarrow TX$$

$$X \rightarrow + E \mid \varepsilon$$

$$T \rightarrow (E) \mid \text{int } Y$$

$$Y \rightarrow * T \mid \varepsilon$$

- The LL(1) parsing table (\$ is a special end marker):

	int	*	+	()	\$
T	int Y			(E)		
E	TX			TX		
X			+ E		ε	ε
Y		* T	ε		ε	ε

Predictive Parsing

```

void match-A() {
  choose the production Table[A,a], say  $A \rightarrow X_1 X_2 \dots X_n$ 
  for (i = 1 to k)
    if ( $X_i$  is non-terminal)
      match- $X_i()$ 
    else if ( $X_i$  is a terminal and  $X_i$  is current symbol a)
      advance input to the next symbol
    else
      error

```

	int	*	+	()	\$
T	int Y			(E)		
E	T X			T X		
X			+ E		ϵ	ϵ
Y		* T	ϵ		ϵ	ϵ

LL(1) Parsing Table Example (Cont.)

- Consider the $[E, \text{int}]$ entry
 - “When current non-terminal is E and next input is int , use production $E \rightarrow TX$ ”
 - This production can generate an int in the first place
- Consider the $[Y, +]$ entry
 - “When current non-terminal is Y and current token is $+$, get rid of Y ”
 - We’ll see later why this is so

LL(1) Parsing Tables. Errors

- Blank entries indicate error situations
 - Consider the $[E, *]$ entry
 - "There is no way to derive a string starting with $*$ from non-terminal E "

Using Parsing Tables

- Method similar to recursive descent, except
 - For each non-terminal X
 - We look at the next token a
 - And choose the production shown at $[X,a]$
- We use a stack to keep track of pending non-terminals
- We reject when we encounter an error state
- We accept when we encounter end-of-input

Predictive Parsing (non-recursive)

	int	*	+	()	\$
T	int Y			(E)		
E	T X			T X		
X			+ E		ϵ	ϵ
Y		* T	ϵ		ϵ	ϵ

LL(1) Parsing Algorithm

```
initialize stack = <S,$> and next (pointer to tokens)
repeat
  case stack of
    <X, rest> : if T[X,*next] = Y1...Yn
                  then stack ← <Y1... Yn rest>;
                  else error ();
    <t, rest>  : if t == *next ++
                  then stack ← <rest>;
                  else error ();
until stack == < >
```

LL(1) Parsing Example

Stack	Input	Action
E \$	int * int \$	T X
T X \$	int * int \$	int Y
int Y X \$	int * int \$	terminal
Y X \$	* int \$	* T
* T X \$	* int \$	terminal
T X \$	int \$	int Y
int Y X \$	int \$	terminal
Y X \$	\$	ϵ
X \$	\$	ϵ
\$	\$	ACCEPT

Constructing Parsing Tables

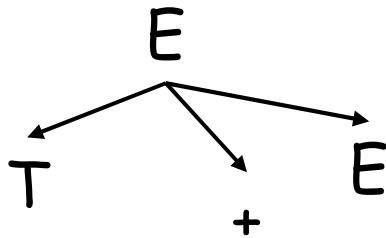
- LL(1) languages are those defined by a parsing table for the LL(1) algorithm
- No table entry can be multiply defined
- Once we have the table
 - The parsing algorithm is simple and fast
 - No backtracking is necessary
- We want to generate parsing tables from CFG

Predictive Parsing (non-recursive)

	int	*	+	()	\$
T	int Y			(E)		
E	T X			T X		
X			+ E		ϵ	ϵ
Y		* T	ϵ		ϵ	ϵ

Top-Down Parsing. Review

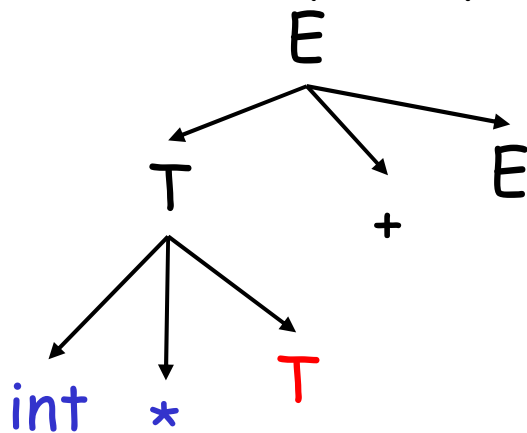
- Top-down parsing expands a parse tree from the start symbol to the leaves
 - Always expand the leftmost non-terminal



int * int + int

Top-Down Parsing. Review

- Top-down parsing expands a parse tree from the start symbol to the leaves
 - Always expand the leftmost non-terminal

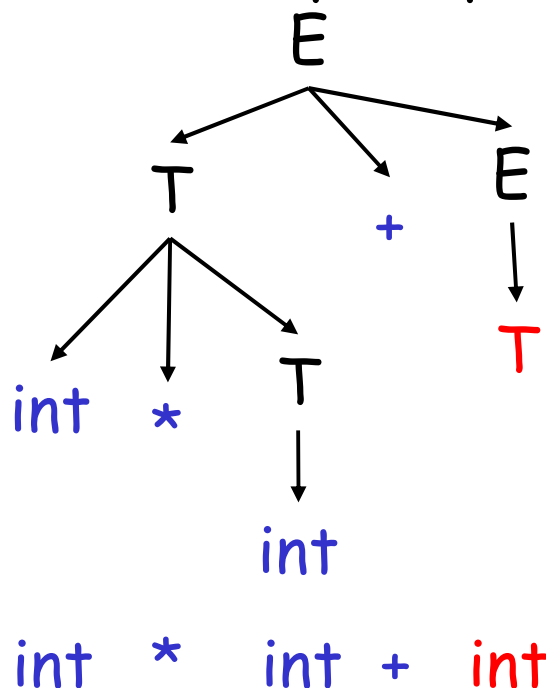


- The leaves at any point form a string $\beta A \gamma$
 - β contains only terminals
 - The input string is $\beta b \delta$
 - The prefix β matches
 - The next token is b

int * int + int

Top-Down Parsing. Review

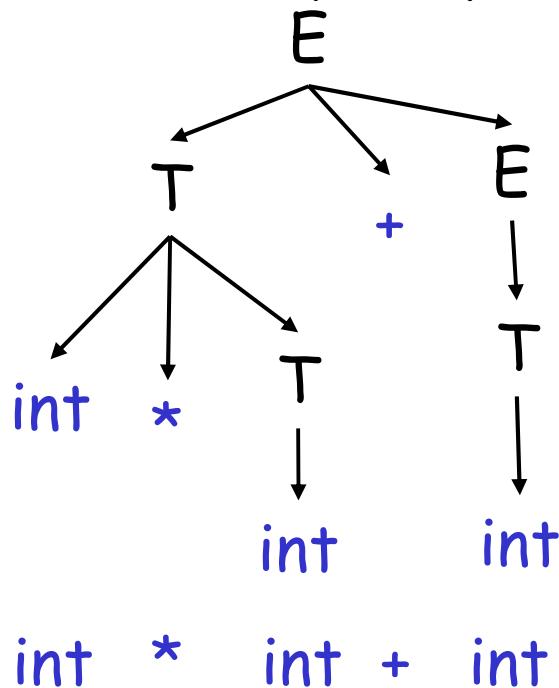
- Top-down parsing expands a parse tree from the start symbol to the leaves
 - Always expand the leftmost non-terminal



- The leaves at any point form a string $\beta A \gamma$
 - β contains only terminals
 - The input string is $\beta b \delta$
 - The prefix β matches
 - The next token is b

Top-Down Parsing. Review

- Top-down parsing expands a parse tree from the start symbol to the leaves
 - Always expand the leftmost non-terminal



- The leaves at any point form a string $\beta A \gamma$
 - β contains only terminals
 - The input string is $\beta b \delta$
 - The prefix β matches
 - The next token is b

Constructing Predictive Parsing Tables

- Consider the state $S \rightarrow^* \beta A \gamma$
 - With b the next token
 - Trying to match $\beta b \delta$

There are two possibilities:

1. b belongs to an expansion of A
 - Any $A \rightarrow \alpha$ can be used if b can start a string derived from α
In this case we say that $b \in \text{First}(\alpha)$

Or...

Constructing Predictive Parsing Tables (Cont.)

2. b does not belong to an expansion of A
- The expansion of A is empty and b belongs to an expansion of γ (e.g., $b\omega$)
 - Means that b can appear after A in a derivation of the form $S \rightarrow^* \beta A b \omega$
 - We say that $b \in \text{Follow}(A)$ in this case
 - What productions can we use in this case?
 - Any $A \rightarrow \alpha$ can be used if α can expand to ϵ
 - We say that $\epsilon \in \text{First}(A)$ in this case

Computing First Sets

Definition $\text{First}(X) = \{ b \mid X \rightarrow^* b\alpha \} \cup \{ \varepsilon \mid X \rightarrow^* \varepsilon \}$

1. $\text{First}(b) = \{ b \}$

2. For all productions $X \rightarrow A_1 \dots A_n$

- Add $\text{First}(A_1) - \{ \varepsilon \}$ to $\text{First}(X)$. Stop if $\varepsilon \notin \text{First}(A_1)$
- Add $\text{First}(A_2) - \{ \varepsilon \}$ to $\text{First}(X)$. Stop if $\varepsilon \notin \text{First}(A_2)$
- ...
- Add $\text{First}(A_n) - \{ \varepsilon \}$ to $\text{First}(X)$. Stop if $\varepsilon \notin \text{First}(A_n)$
- Add ε to $\text{First}(X)$

First Sets. Example

- Recall the grammar

$$E \rightarrow TX$$

$$T \rightarrow (E) \mid \text{int } Y$$

$$X \rightarrow + E \mid \varepsilon$$

$$Y \rightarrow * T \mid \varepsilon$$

- First sets

$$\text{First}(()) = \{ (\}$$

$$\text{First}()) = \{) \}$$

$$\text{First}(\text{int}) = \{ \text{int} \}$$

$$\text{First}(+) = \{ + \}$$

$$\text{First}(*) = \{ * \}$$

$$\text{First}(T) = \{ \text{int}, (\}$$

$$\text{First}(E) = \{ \text{int}, (\}$$

$$\text{First}(X) = \{ +, \varepsilon \}$$

$$\text{First}(Y) = \{ *, \varepsilon \}$$

Computing Follow Sets

Definition $\text{Follow}(X) = \{ b \mid S \rightarrow^* \beta X b \omega \}$

1. Compute the **First** sets for all non-terminals first
2. Add **\$** to **Follow(S)** (if **S** is the start non-terminal)
3. For all productions $Y \rightarrow \dots X A_1 \dots A_n$
 - Add **First(A₁) - {ε}** to **Follow(X)**. Stop if $\epsilon \notin \text{First}(A_1)$
 - Add **First(A₂) - {ε}** to **Follow(X)**. Stop if $\epsilon \notin \text{First}(A_2)$
 - ...
 - Add **First(A_n) - {ε}** to **Follow(X)**. Stop if $\epsilon \notin \text{First}(A_n)$
 - Add **Follow(Y)** to **Follow(X)**

First Sets. Example

- Recall the grammar

$$E \rightarrow TX$$

$$T \rightarrow (E) \mid \text{int } Y$$

$$X \rightarrow + E \mid \varepsilon$$

$$Y \rightarrow * T \mid \varepsilon$$

- First sets

$$\text{First}(T) = \{\text{int}, (\}$$

$$\text{First}(E) = \{\text{int}, (\}$$

$$\text{First}(X) = \{+, \varepsilon\}$$

$$\text{First}(Y) = \{*, \varepsilon\}$$

Follow Sets. Example

- Recall the grammar

$$E \rightarrow TX$$

$$T \rightarrow (E) \mid \text{int } Y$$

$$X \rightarrow + E \mid \varepsilon$$

$$Y \rightarrow * T \mid \varepsilon$$

- Follow sets

$$\text{Follow}(E) = \{), \$\}$$

$$\text{Follow}(X) = \{ \$,) \}$$

$$\text{Follow}(Y) = \{ +,), \$ \}$$

$$\text{Follow}(T) = \{ +,), \$ \}$$

Constructing LL(1) Parsing Tables

- Construct a parsing table T for CFG G
- For each production $A \rightarrow \alpha$ in G do:
 - For each terminal $b \in \text{First}(\alpha)$ do
 - $T[A, b] = \alpha$
 - If $\alpha \rightarrow^* \varepsilon$, for each $b \in \text{Follow}(A)$ do
 - $T[A, b] = \alpha$

Constructing LL(1) Tables. Example

- Recall the grammar

$$E \rightarrow T X$$

$$X \rightarrow + E \mid \varepsilon$$

$$T \rightarrow (E) \mid \text{int } Y$$

$$Y \rightarrow * T \mid \varepsilon$$

- Where in the line of Y we put $Y \rightarrow * T$?
 - In the lines of $\text{First}(* T) = \{ * \}$
- Where in the line of Y we put $Y \rightarrow \varepsilon$?
 - In the lines of $\text{Follow}(Y) = \{ \$, +, , \}$

Notes on LL(1) Parsing Tables

- If any entry is multiply defined then G is not LL(1)
 - If G is ambiguous
 - If G is left recursive
 - If G is not left-factored
 - And in other cases as well
- Most programming language grammars are not LL(1)
- There are tools that build LL(1) tables

Review

- For some grammars there is a simple parsing strategy
 - Predictive parsing (LL(1))
 - Once you build the LL(1) table, you can write the parser by hand
- Next: a more powerful parsing strategy for grammars that are not LL(1)