# **Top Down Parsing**

- When we are parsing, we produce a unique syntax tree from a legal sentence.
  - —An unambiguous grammar gives rise to a single leftmost derivation for any sentence in the language.
- So, if we are trying to recognise a sentence, what we are trying to do
  is grow a parse tree corresponding to that sentence
  - —We are trying to find the leftmost derivation.
- A top-down parser constructs a leftmost parse
  - —We will always be looking at the *leftmost* nonterminal.
- This follows the push down automaton model of the previous lecture
- The parser must choose the correct production from the set of productions that correspond to the current state of the parse.
- If at any time there is no candidate production corresponding to the state of the parse, we must have made a wrong turn at some earlier stage and we will need to backtrack.

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# Example #2

Suppose we have a grammar:
$S \rightarrow E$ $E \rightarrow T \mid E+T$ $T \rightarrow F \mid T^*F$ $F \rightarrow unit \mid (E)$
and the expression:

A legal parse would be:		
1. S	1 + 2 * 3	
only one rule: $S \rightarrow E$		
2. E	1 + 2 * 3	
choose E → E+T		
3. E+T	1 + 2 * 3	
choose E → E+T		
4. E+T+T	1 + 2 * 3	
choose E → E+T		
5. E+T+T+T	1 + 2 * 3	
choose E → E+T		
you can see what happens!		

Slide 3

The problem is simple: Left Recursion!

### Example

Suppose we have a grammar:  $S \rightarrow E$   $E \rightarrow T \mid E+T$   $T \rightarrow F \mid T^*F$   $F \rightarrow \text{unit} \mid (E)$ and the expression:

This means that to parse this sentence some backtracking is required, i.e., put input symbols back! Backtracking in compilers is nontrivial

and to be avoided!!

1 + 2 \* 3

1 + 2 * 3		
1 + 2 * 3		
1 + 2 * 3		
choose $E \rightarrow T \rightarrow F \rightarrow unit$		
<u>1 +</u> 2 * 3		
2 * 3		
<u>2</u> * 3		
*3		

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Solutions?

- We could rearrange the productions so that the left recursive ones come at the end, and always choose the first matching production.
- For the previous examples, this has already been done. The left recursive ones are at the end of the list!
- Note that this is not an easy task in general since mutually recursive grammars have the same problems:

$$A \rightarrow B \mid C D$$
  
 $C \rightarrow E \mid A F$ 

- In general, rearranging productions will not help the parser will still have problems.
  - Even if it does help, a parser which needs to backtrack an arbitrary distance is *inefficient*.
- What we need is a way to deterministically parse a grammar in a top down fashion without backtracking.

Slide 2

# Eliminating left recursion

- An algorithm to eliminate arbitrary left recursion (by replacing it with right recursion) is as follows:
- 1. Arbitrarily order the non-terminals: N<sub>1</sub>, N<sub>2</sub>, N<sub>3</sub>, ...
- 2. Apply the following steps to the productions for  $N_1$ , then  $N_2$ , ...
- 3. For N<sub>i</sub>:
  - a) For all productions  $N_i \rightarrow N_k \alpha$ , where k < i and if the productions for  $N_k$  are  $N_k \rightarrow \beta_1 \mid \beta_2 \mid \beta_3 \mid ...$  then expand the reference to  $N_k$ , i.e. replace the production  $N_i \rightarrow N_k \alpha$  by  $N_i \rightarrow \beta_1 \alpha \mid \beta_2 \alpha \mid ...$
  - b) If the productions for N<sub>i</sub> are now

$$N_i \rightarrow \alpha_1 \mid \alpha_2 \mid \dots \mid N_i \mid \beta_1 \mid N_i \mid \beta_2 \mid \dots$$

(where the first few are not left recursive while the latter are) then replace them with

Slide 5

$$N_i \rightarrow \alpha_1 N_i' \mid \alpha_2 N_i' \mid ...$$
  
 $N_i' \rightarrow \epsilon \mid \beta_1 N_i' \mid \beta_2 N_i' \mid ...$ 

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### A Workable Solution

### Observation

- The trouble which gives rise to nondeterminacy and backtracking in top down parsers shows itself in only one place – that is when a parser has to choose between several alternatives with the same left hand side.
- The only information which we can use to make the correct decision is the input stream itself.
  - —In the example, we (humans) could see which alternative to choose by looking at the input yet-to-be-read.
- If we are going to look ahead in order to make the correct decision, we need a buffer in which to store the next few symbols.
- In practice, this buffer is of a fixed length.

## Example of eliminating left recursion

Consider the productions:

 $A \rightarrow a \mid Ba$   $B \rightarrow b \mid Cb$ 

 $C \rightarrow c \mid Ac$ 

Slide 6

Slide 8

- 1. Arbitrarily order the non-terminals: A, B, C
- 2. Consider the productions for A: no change
- 2. Consider the productions for B: no change
- 3. Consider the productions for C:
  - a) Replace  $C \rightarrow Ac$  by  $C \rightarrow ac \mid Bac$
  - a) Replace  $C \rightarrow Bac by C \rightarrow bac \mid Cbac$

Productions for C are now:  $C \rightarrow c \mid ac \mid bac \mid Cbac$ 

b) Replace the productions for C by:

$$C \rightarrow cC' \mid acC' \mid bacC'$$

$$C' \rightarrow \varepsilon \mid bacC'$$

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### **Definitions**

- A parser which can make a deterministic decision about which alternative to choose when faced with one, if given a buffer of k symbols, is called a LL(k) parser.
  - -Left to right scan of input
  - -Left most derivation

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- k symbols of look-ahead
- The grammar that an LL(k) parser recognizes is an LL(k) grammar and any language that has an LL(k) grammar is an LL(k) language.
  - —We are constructing an LL(1) compiler that recognises LL(1) grammars.
  - —So the question is *How do we know when we have an LL(1)* grammar?
- We also have LR(k) grammars and other variations, but our focus is currently on LL(1) grammars.

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# Definition of LL(1)

When faced with a production such as:

$$A \rightarrow \alpha_1 | \alpha_2 | \alpha_3$$

- We chose one of the  $\alpha_i$  uniquely by looking at the **next input symbol**.
- We employ two sets: first and follow, to help us.

#### Recall:

- First(X) is the set of all terminal symbols that can "start" the production X
- Follow(X) is the set of terminal symbols that can follow an "X"

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### **Definition of Follow**

Slide 9

- To compute FOLLOW(A) for all nonterminals A, apply the following algorithm until nothing can be added to any FOLLOW set.
- 1. Place \$ in FOLLOW(S), where S is the start symbol and \$ is the input right endmarker.
- 2. If there is a production A  $\rightarrow \alpha$  B  $\beta$  then everything in FIRST( $\beta$ ) except for  $\epsilon$  is placed in FOLLOW(B).
- 3. If there is a production  $A \to \alpha B$  or a production  $A \to \alpha B\beta$  where FIRST( $\beta$ ) contains  $\epsilon$  (i.e.,  $\beta \Rightarrow * \epsilon$ ), then everything in FOLLOW(A) is in FOLLOW(B).

### **Definition of First**

- To compute FIRST(X) for all grammar symbols X, apply the following algorithm until no more terminals or ε can be added to any FIRST set.
- 1. If X is a terminal, then FIRST(X) is {X}
- 2. If  $X \to \varepsilon$  is a production, then add  $\varepsilon$  to FIRST(X)
- 3. If X is a nonterminal and  $X \to Y_1 Y_2 ... Y_n$  is a production, then place a in FIRST(X) if for some i, a is in FIRST(Y<sub>i</sub>), and  $\epsilon$  is in all of FIRST(Y<sub>1</sub>), ..., FIRST (Y<sub>i-1</sub>); that is  $Y_1 Y_2 ... Y_{i-1} \Rightarrow ^* \epsilon$ . If  $\epsilon$  is in FIRST(Y<sub>j</sub>) for all j = 1, 2, ... n, then add  $\epsilon$  to FIRST(X). For example, everything in FIRST(Y<sub>1</sub>) is surely in FIRST(X). If Y<sub>1</sub> does not derive  $\epsilon$ , then we add nothing more to FIRST(X), but if Y<sub>1</sub>  $\Rightarrow$   $\epsilon$  then we add FIRST(Y<sub>2</sub>) and so on.

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Slide 10

Slide 12

## Definition of LL(1) property

Definition: A grammar G is LL(1) if and only if for all rules

$$A \rightarrow \alpha_1 \mid \alpha_2 \mid \dots \mid \alpha_n$$

• director( $\alpha_i$ )  $\cap$  director( $\alpha_k$ ) =  $\emptyset$   $\forall$   $i \neq k$ 

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$$\begin{aligned} \mathsf{director}(\alpha_{\mathsf{i}}) &= \mathsf{first}(\alpha_{\mathsf{i}}) \cup \mathsf{follow}(\mathsf{A}) & \mathsf{if} \ \alpha_{\mathsf{j}} \Rightarrow^* \epsilon \\ &= \mathsf{first}(\alpha_{\mathsf{i}}) & \mathsf{otherwise} \end{aligned}$$

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# Making Grammars LL(1)

- We can't always make a grammar which is not LL(1) into an equivalent LL(1) grammar.
- Some tricks to help are factorisation and substitution.



