MicroParser – How to get started

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| THIS IS A DRAFT |

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*MicroParser – a minimal parser combinator library for C# with the focus on light dependencies, small size and reasonable performance for strings that fits in memory.*

## What is parsing?

The process of converting a data stream into an object graph representing the content of that data stream, i.e. *“x = 3”*; can be parsed into *AssignmentExpression(VariableReference(“x”), Constant (3))*.

## Why use a parser combinator library?

Parsing is one of the interesting problems that if one apply standard structured programming the parser tends to grow large, unwieldy and with lot of redundancies. Therefore numerous support tools have emerged to help developers perform simple parsing, i.e. Regular Expression. Regular Expression has a couple of drawbacks:

1. No compile-time checking
2. Problematic to parse with operator precedence
3. Problematic to parse string value that contains escaped string terminators
4. No good error reporting if parsing failed
5. Difficult to reuse and combine regular expressions

A parser combinator library can help with this.

## Why is it called parser combinator?

It’s called parser combinator because it’s about using simple parser blocks and combining these blocks into more and more advanced parsers. A parser is basically a function that takes a string and a position and replies with the parser result and the new position. In MicroParser this represented by ParserFunction<T> which is a delegate declared:

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| // ParserState is basically a string with a position  // ParserReply contains the updated state and the result of the parser  // operation depending on if the operation was successful  delegate ParserReply<TValue> ParserFunction<TValue>(ParserState state); |

A parser combinator is by nature a so-called higher-order functions i.e. it takes zero or more functions as arguments and returns a function. This can be confusing in the beginning but I advise you to ignore the underlying details and try to read the parser combinator code as a configuration of a parser just as Regular Expression is a string configuration of a parser.

## What parser combinator libraries exist?

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| --- | --- | --- | --- | --- | --- |
| Name | Description | Language | Silverlight compatible | Pros | Cons  (for .NET devs) |
| Parsec | The mother of modern parser combinator libraries. Pragmatic design that aims to give good performance. | Haskell | No | Reasonable speed.  Good expressiveness. | Requires Haskell runtime. Uncertain how well it integrates with .NET.  Binary size (as you have to include Haskell runtime).  Haskell language unknown to many .NET developers. |
| GParsec | Parsec for Groovy. | Groovy (Java) | No | Reasonable speed.  Good expressiveness. | Requires Java runtime.  .NET and Java doesn’t interop cleanly  Binary size (as you have to include JRT). |
| FParsec | Parsec for F#. | F# (.NET) | Yes | Reasonable speed.  Good expressiveness.  Handles very large inputs. | Binary Size (as FParsec is a very complete library).  F# language not known to all developers. |
| Boost.Spirit | C++ library developed by Boost community. | C++ | No | Reasonable speed.  Mature. | Requires a C++/C LI project to integrate well with .NET.  Quite advanced for non C++ devs.  Poor error reporting. |
| MicroParser |  | C# (.NET) | Yes | Reasonable speed.  Good expressiveness.  Small binary size.  Is designed to be internalized in your assemblies. | Not as complete as FParsec.  Can’t deal with input strings that are larger than what can be read into memory. |

## Why develop MicroParser?

Stephan Tolksdorf has done a brilliant job with FParsec and he deserves a lot of respect. However, when getting to the point where I need to deploy FParsec based parsers I have run into some issues:

1. The size of the FParsec library is around 600kb – if I use the library in a small project with small impact this size is limiting its use.
2. FParsec is a visible dependency which can create conflict with other assemblies. This is not unique to FParsec but all third party assemblies suffer from this.
3. Many C# developers are interested but wary of F#, also to maintain an FParsec library you have to know a fair bit about the library. For a C# dev it can be hard to maintain a parser when one lacks both knowledge of F# and FParsec.

MicroParser aims to be:

1. Smallish – around 30kb
2. Easy to internalize – can be source code included into an assembly to completely hide the dependency
3. Fairly easy for C# developers to understand
4. Deployable using .NET 3.5 runtime or Silverlight runtime. MicroParser requires VS2010 though.

## Parsing with MicroParser

*This sample is called Sample1 in the project SampleParsers*

Let’s assume we like to be able to parse the following line:

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| AnIdentifier = 3 |

The expression consist of 2 parts, an identifier and an integer separated by an equal sign ‘=’. In parser combinator library one builds the parser from the bottom up.

We start by declaring a parser for the integer:

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| // Int () is a builtin parser for ints  ParserFunction<int> p\_int = CharParser.Int (); |

The identifier parser would look like this:

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| ParserFunction<SubString> p\_identifier = CharParser  .ManyCharSatisfy2 ( // Creates a string parser  CharParser.SatisyLetter, // A test function applied to the  // first character  CharParser.SatisyLetterOrDigit, // A test function applied to the  // rest of the characters  minCount:1 // We require the identifier to be  // at least 1 character long  ); |

We also needs to some help parsers to consume the ‘=’ token and superfluous whitespace:

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| ParserFunction<Empty> p\_spaces = CharParser.SkipWhiteSpace ();  ParserFunction<Empty> p\_assignment = CharParser.SkipChar (‘=’); |

Combining the parsers into the complete parser:

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| ParserFunction<Tuple<SubString,int>> p\_parser = Parser.Group (  p\_identifier.KeepLeft (p\_spaces),  p\_assignment.KeepRight (p\_spaces).KeepRight (p\_int)); |

In the end we execute the parser on the string:

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| ParserResult<Tuple<string,int>> result = Parser.Parse (  p\_parser,  “AnIdentifier = 3”);  if (result.IsSuccessful)  {  Console.WriteLine (  “{0} = {1}”,  result.Value.Item1,  result.Value.Item2  );  }  else  {  Console.WriteLine (  result.ErrorMessage  );  } |

### Complete sample:

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| using System;  using MicroParser;  // ReSharper disable InconsistentNaming  namespace SampleParsers  {  class Program  {  static void Main (string[] args)  {  // Int () is a builtin parser for ints  ParserFunction<int> p\_int = CharParser.Int ();  ParserFunction<SubString> p\_identifier = CharParser  .ManyCharSatisfy2 ( // Creates a string parser  CharParser.SatisyLetter, // A test function applied to the  // first character  CharParser.SatisyLetterOrDigit, // A test function applied to the  // rest of the characters  minCount: 1 // We require the identifier to be  // at least 1 character long  );  ParserFunction<Empty> p\_spaces = CharParser.SkipWhiteSpace ();  ParserFunction<Empty> p\_assignment = CharParser.SkipChar ('=');  ParserFunction<MicroParser.Tuple<SubString, int>> p\_parser =Parser.Group(  p\_identifier.KeepLeft(p\_spaces),  p\_assignment.KeepRight(p\_spaces).KeepRight(p\_int));  ParserResult<MicroParser.Tuple<SubString,int>> result = Parser.Parse (  p\_parser,  "AnIdentifier = 3");  if (result.IsSuccessful)  {  Console.WriteLine (  "{0} = {1}",  result.Value.Item1,  result.Value.Item2  );  }  else  {  Console.WriteLine (  result.ErrorMessage  );  }  Console.ReadKey ();  }  } |

## Implicit Error Messages

A killer feature in Parsec and FParsec is the ability to generate readable error messages without explicit coding. MicroParser attempts to provide this feature as well although admittedly FParsec does a better job at the time of writing.

When using the sample code above:

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| Input | MicroParser response |
| AnIdentifier = @ | Pos: 15 ('@') - expected : digit |
| 1nIdentifier = 3 | Pos: 0 ('1') - expected : letter |
| AnIdentifier @ 3 | Pos: 13 ('@') - expected : '=' |

This feature alone makes parser combinator libraries such as Parsec, FParsec and MicroParser a very interesting alternative to Regular Expressions.

# Expression parsing with operator precedence

*This sample is called Sample2 in the project SampleParsers*

The sample above is very straight forward to implement using regular expression and there’s little to gain by adding a dependency to MicroParser. However imagine we have an expression such as this:

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| 2\*(x + 1) + y + 3 |

The expression is provided by our user and we like to compute the user defined expression. One idea is to use the shipped C# compiler that is shipped with .NET to compile the expression and execute it. That will work but there are some issues:

1. The user is writing C#, for simple formulas like above that’s not a problem but in some cases we like to add domain specific operators or keywords.
2. Potential security issues – a black hat might use it to execute code in an unsecure context

A different approach is to specify a Domain Specific Language and parse that language using a parser framework such as MicroParser or FParsec. This is an area where Regular Expression isn’t particular good at because Regular Expression struggles with:

1. Operator precedence – i.e. “\*/” binds *harder* than “+-“
2. Parenthesis matching – it’s difficult to express a regular expression that handles nested parenthesizes
3. Poor error message when the user types a faulty expression

A parser combinator framework has no problems with this.

In this sample we use MicroParser to parse an expression such as the one above and the result is an Expression tree (System.Linq.Expression). This expression tree is then compiled into a delegate and executed. The variables “x” and “y” will be provided as members of a dictionary.

Let’s start with some basic parsers:

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| // Define a parameter expression that represent a dictionary, this dictionary  // will contain the variable values  var inputParameter = Expression.Parameter (  typeof (IDictionary<string, double>),  "input"  );  Func<string, ParserFunction<Empty>> p\_str = CharParser.SkipString;  var p\_spaces = CharParser.SkipWhiteSpace ();  // Parse a double and map it into a ConstantExpression  var p\_value = CharParser.Double ().Map (d =>(Expression)Expression.Constant (d));  // Parse a identifier and map it into a Expression that uses FindVariableValue  // to locate a value based on the identifier  var p\_variable = CharParser  .ManyCharSatisfy2 (  CharParser.SatisyLetter,  CharParser.SatisyLetterOrDigit,  minCount: 1  )  .Map (identifier => (Expression) Expression.Call (  null,  s\_findVariableValue,  inputParameter,  Expression.Constant (identifier.ToString ()))  ); |

It’s time to define the term parser; that is a value (i.e. 3.14), a variable (i.e. “x”) or a sub expression (i.e. “(x + 3)”). As the parser here will need to call itself recursively if it’s a sub expression we will have to use a special type of parser, the redirect parser.

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| var p\_astRedirect = Parser.Redirect<Expression> ();  // p\_ast is the complete parser (AST = Abstract Syntax Tree)  var p\_ast = p\_astRedirect.Parser;  // Choice applies each parser consequentially until one matches.  var p\_term = Parser.Choice (  p\_ast.Between (p\_str ("(").KeepLeft (p\_spaces), p\_str (")")),  p\_value,  p\_variable  ).KeepLeft (p\_spaces); |

Complete the parser

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| // p\_level is a support parser generator  // it accepts a parser it will apply on the input separated by the operators  // in the ops parameter  Func<ParserFunction<Expression>, string, ParserFunction<Expression>> p\_level =  (parser, ops) => parser.Chain (  CharParser.AnyOf (ops).KeepLeft (p\_spaces),  (left, op, right) =>  Expression.MakeBinary (OperatorToExpressionType (op), left, right)  );  // By splitting \*/ and +- like this we ensure \*/ binds \_harder\_  var p\_lvl0 = p\_level (p\_term, "\*/");  var p\_lvl1 = p\_level (p\_lvl0, "+-");  // This completes the parser  p\_astRedirect.ParserRedirect = p\_lvl1; |

The parser p\_ast will now parse the following expression:

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| 2\*(x + 1) + y + 3 |

And if X = 1 and Y = 2 the resulting delegate should produce the value 9.

# JSON parsing sample

*This sample is in JsonSerializer.cs in the project FunWithExpandos.*

JSON is getting more and more popular as an alternative to XML. While .NET has excellent XML tools it’s somewhat lacking in JSON support.

The JSON specification ([www.json.org](http://www.json.org)) is a small grammar that can be implemented with the help of a parser combinator such as MicroParser or FParsec.

Due to JSONs dynamic nature it fits very well together with languages such as JavaScript or Groovy. In .NET4 we got something called ExpandoObject which also fits very well together with JSON:

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| // ExpandoObject sample // What’s cool is that ExpandoObjects properties are bindable using WPF bindings  dynamic expando = new ExpandoObject ();  expando.Test = “This is a new property called Test”;  expando.AnotherProperty = 3.14;  IDictionary<string, object> expandoAsDictionary = expando;  foreach (var kv in expandoAsDictionary)  {  Console.WriteLine (“{0} – {1}”, kv.Key, kv.Value);  } |

In this sample we will unserialize a JSON string into an ExpandoObject for fun and fortune.

Some simple parsers to parse basic JSON tokens:

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| Func<char, ParserFunction<Empty>> p\_char = CharParser.SkipChar;  Func<string, ParserFunction<Empty>> p\_str = CharParser.SkipString;  var p\_spaces = CharParser.SkipWhiteSpace ();  var p\_null = p\_str ("null").Map (null as object);  var p\_true = p\_str ("true").Map (true as object);  var p\_false = p\_str ("false").Map (false as object);  var p\_number = CharParser.Double ().Map (d => d as object); |

The string value parser is a bit more complicated as JSON strings can be \-escaped:

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| var p\_simpleEscape = CharParser  .AnyOf ("\"\\/bfnrt")  .Map (ch =>  {  switch (ch)  {  case 'b':  return '\b';  case 'f':  return '\f';  case 'n':  return '\n';  case 'r':  return '\r';  case 't':  return '\t';  default:  return ch;  }  });  var p\_unicodeEscape =  CharParser.SkipChar ('u')  .KeepRight (  CharParser  .Hex (minCount:4, maxCount:4)  .Map (ui => (char)ui)  );  var p\_escape = Parser.Choice (  p\_simpleEscape,  p\_unicodeEscape  );  var p\_string = Parser  .Choice (  CharParser.NoneOf ("\\\""),  CharParser.SkipChar ('\\').KeepRight (p\_escape))  .Many ()  .Between (  p\_char ('"'),  p\_char ('"')  )  .Map (cs => new string (cs) as object); |

Now we are ready to define the complete JSON value parser:

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| var p\_array\_redirect = Parser.Redirect<object> ();  var p\_object\_redirect = Parser.Redirect<object> ();  var p\_array = p\_array\_redirect.Parser;  var p\_object = p\_object\_redirect.Parser;  var p\_value = Parser.Choice (  p\_string,  p\_number,  p\_object,  p\_array,  p\_true,  p\_false,  p\_null  )  .KeepLeft (p\_spaces); |

The array parser:

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| var p\_elements = p\_value.Array (p\_char (',').KeepLeft (p\_spaces));  p\_array\_redirect.ParserRedirect = p\_elements.Between (  p\_char ('[').KeepLeft (p\_spaces),  p\_char (']')  )  .Map (objects => objects as object); |

The object parser:

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| var p\_member = Parser.Group (  p\_string.KeepLeft (p\_spaces),  p\_char (':').KeepLeft (p\_spaces).KeepRight (p\_value)  );  var p\_members = p\_member.Array (p\_char (',').KeepLeft (p\_spaces));  p\_object\_redirect.ParserRedirect =  p\_members  .Between (  p\_char ('{').KeepLeft (p\_spaces),  p\_char ('}')  )  .Map (values =>  {  IDictionary<string, object> exp = new ExpandoObject ();  foreach (var value in values)  {  exp.Add (value.Item1.ToString (), value.Item2);  }  return exp as object;  }); |

The complete parser ensures leading whitespace is consumed:

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| s\_parser = p\_spaces.KeepRight (p\_value); |

This parser will now be able to parse JSON data such as below into an ExpandoObject:

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| {  "Test": "This is a new property called Test",  "AnotherProperty": 3.14,  "AnArray": ["GML", "XML"]  } |