

## CS 314 Homework 3

1. A nonterminal with one production rule can't undo the LL(1) property. The nonterminals with multiple productions are `<morestmts>`, `<stmt>`, `<expr>`, `<variable>` and `<digit>`.

LL(1) property – Anytime the grammar allows a choice of multiple productions for a single non-terminal symbol, the FIRST+ sets of the right hand sides of the productions for the respective non-terminal symbol have to be pairwise disjoint. This allows a deterministic selection among the rules using a single input look ahead symbol.

`<digit>` FIRST sets:  $\{0\}$  INTERSECT  $\{1\} = \{\}$ ,  $\{0\}$  INTERSECT  $\{2\} = \{\}$ , ...

`<variables>` FIRST sets:  $\{a\}$ ,  $\{b\}$ , and  $\{c\}$ .

`<expr>` FIRST sets:  $\{+\}$ ,  $\{*\}$ ,  $\{a, b, c\}$  and  $\{0, 1, 2\}$ .

`<stmts>` FIRST sets:  $\{a, b, c\}$ ,  $\{if\}$ ,  $\{while\}$  and  $\{begin\}$ .

All of the above FIRST sets of the productions right hands sides are pairwise disjoint. We must make a decision for the right hand sides for the two productions of the nonterminal `<morestmts>`,  $\text{FIRST}(\langle \text{stmtlist} \rangle) = \{;\}$ . Since `<morestmts>`  $:: \epsilon$  look at the FOLLOW set of `<morestmts>` and compute FIRST+. Every symbol that is in FOLLOW (`<stmtlist>`) has to be added to FOLLOW (`<morestmts>`) because of the rule `<stmtlist>`  $::= \langle \text{stmt} \rangle \langle \text{morestmts} \rangle$ . FOLLOW (`<stmtlist>`) must contain “end” because of the rule `<block>`  $::= \text{begin } \langle \text{stmtlist} \rangle \text{ end}$ . FOLLOW (`<stmtlist>`) =  $\{\text{end}\}$ . as a result, FOLLOW (`<morestmts>`) =  $\{\text{end}\}$ .  $\text{FIRST} + (\epsilon) = \{\text{end}\}$  for the right hand side  $\epsilon$  for nonterminal symbol `<morestmts>`. We can make a deterministic decision to pick a single rule for nonterminal `<morestmts>` because the sets  $\{;\}$  and  $\{\text{end}\}$  are pairwise disjoint. Finally we can conclude that the grammar is LL(1).

## 2. Show the LL(1) parse table

NT/T	program	begin	end	;	if	t h e n	else	while	d o
<program>	program <block>								
<block>		begin <stmtlist> end							
<stmtlist>		<stmt> <morestmts>			<stmt> <morestmts>			<stmt> <morestmts>	
<morestmts>				; <stmtlist>					
<stmt>		<block>			<ifstmt>			<whilestmt>	
<assign>									
<ifstmt>					If<testexpr> then<stmt> else<stmt>				
<whilestmt>								While <testexpr> do<stmt>	
<testexpr>									
<expr>									
<variable>									
<digit>									

NT/T	<=	+	*	;	a   b   c	0   1   2	end	EOF
<program>					<stmt><morestmts>			
<block>								
<stmtlist>								
<morestmts>							epsilon	
<stmt>					<assign>			
<assign>					<variable>=<expr>			
<ifstmt>								
<whilestmt>								
<testexpr>					<variable> <= <expr>			
<expr>		+ <expr> <expr>	* <expr> <expr>		<variable>	<digit>		
<variable>					a   b   c			
<digit>						0   1   2		

3. Assume next\_token() exists, global variable token exists and is initialized before entering the function representing the nonterminal program.
4. Code for problem 4 is bolded.

```

program {
    #asgn := 0;
    #add := 0;
    #mult := 0;
    switch token {
        case "program":
            token := next_token();
            call block();
            if "." != token {
                error();
            }
            token := next_token();
            if eof != token {
                error();
            }
            break;
        default:
            error();
    }
    print(%d assignments, %d additions, %d multiplications), #asgn, #add, #mult);
}

block{
    switch token{
        case "begin":
            token := next_token();
            call stmtlist();
            if "end" != token
            {
                error();
            }
            token := next_token();
            break;
        default:
            error();
    }
}

```

```
stmtlist{
    switch token{
        case a: case b: case c: case "if": case "while": case "begin":
            call stmt();
            call morestmts();
            break;
        default:
            error();
    }
}

morestmts{
    switch token{
        case ",",
            token := next_token();
            call stmtlist();
            break;
        case "end":
            break;
        default:
            error();
    }
}

stmt{
    switch token{
        case a: case b: case c:
            call assign();
            break;
        case "if":
            call ifstmt();
            break;
        case "while":
            call whilestmt();
            break;
        case "begin":
            call block();
            break;
        default:
            error();
    }
}
```

```
assign{
    switch token{
        case a: case b: case c:
            #asgn = #asgn + 1;
            call expr();
            if “+” != token || “*” != token{
                error();
            }
            token := next_token();
            call expr();
            break;
        default:
            error();
    }
}

ifstmt{
    switch token{
        case “if”
            token := next_token();
            call testexpr();
            if “then” != token{
                error();
            }
            token := next_token();
            call stmt();
            if “else” != token{
                error();
            }
            token := next_token();
            call stmt();
            break;
        default:
            error();
    }
}
```

```
whilestmt{
    switch token{
        case "while":
            token := next_token();
            call testexpr();
            if "do" != token{
                error();
            }
            token := next_token();
            call stmt();
            break;
        default:
            error();
    }
}

testexpr{
    switch token{
        case a: case b: case c:
            call variable();
            if "<=" != token{
                error();
            }
            token := next_token();
            call expr();
            break;
        default:
            error();
    }
}

expr{
    switch token{
        case +: case *:
            token := next_token();
            call expr();
            call expr();
            break;
        case a: case b: case c:
            call variable();
            break;
        case 0: case 1: case 2:
            call digit();
            break;
        default:
            error();
    }
}
```

```
    }  
}  
  
variable  
{  
    switch token{  
        case a: case b: case c:  
            #refs = #refs + 1;  
            token := next_token();  
            break;  
        default:  
            error();  
    }  
}  
  
digit  
{  
    switch token{  
        case 0: case 1: case 2:  
            token := next_token();  
            break;  
        default;  
            error();  
    }  
}
```