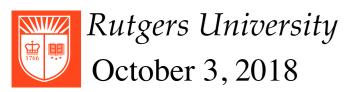
CS 314 Principles of Programming Languages

Lecture 9: LL(1) Parsing Review Help

https://powcoder.com

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Prof. Zheng Zhang



Class Information

- Homework 4 will be posted after lecture 10.
- Project 1 will be posted after homework 4 is due.

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Review: FIRST and FOLLOW Sets

FIRST(α):

For some $\alpha \in (T \cup NT \cup EOF \cup \epsilon)^*$, define **FIRST** (α) as the set of tokens that appear as the first symbol in some string that derives from α .

Assignment Project Exam Help That is, $\mathbf{x} \in FIRST(\alpha)$ iff $\alpha \Rightarrow^* \mathbf{x} \gamma$ for some γ https://powcoder.com

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T: terminals NT: non-terminals

First Set Example

Start ::= **S eof**

 $S := \mathbf{a} S \mathbf{b} \mid \varepsilon$

 $FIRST(\varepsilon) = \{\varepsilon\}$

S can be rewritten as the following:

ab

aaabbb

 $FIRST(S) = \{a, \epsilon\}$ aab Assignment Project Exam Help

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aSb can be rewritten as the following:

ab aabb

 $FIRST(aSb) = \{a\}$

Computing FIRST Sets

For a production $A \rightarrow B_1B_2 \dots B_k$:

- FIRST(A) includes FIRST(B_1) ε
- FIRST(A) includes FIRST(B_2) ε if B_1 can be rewritten as ε
- FIRST(A) includes FIRST(B_3) ε if both B_1 and B_2 can derive ε
- ... Assignment Project Exam Help
- FIRST(A) includes FIRST(B_{po}) ε if $B_{e}B_{e}$... B_{m-1} can derive ε

```
FIRST(A) includes FIRST(B_1) ... FIRST(B_m) excluding \varepsilon iff \varepsilon \in \text{FIRST}(B_1), FIRST(B_2), FIRST(B_3), ..., FIRST(B_{m-1})
```

```
FIRST(A) includes \varepsilon iff \varepsilon \in FIRST(B_1), FIRST(B_2), FIRST(B_3), ..., FIRST(B_k)
```

First Set Construction

Build FIRST(X) for all grammar symbols X:

- For each X as a terminal, then FIRST(X) is {X}
- If $X := \varepsilon$, then $\varepsilon \in FIRST(X)$
- For each X as a non-terminal, initialize FIRST(X) to \emptyset
- Iterate until no more terminals or ϵ can be added to any FIRST(X): For each rule in the grant Pariof the toring $::=Y_1Y_2...Y_k$ add a to FIRST(X) if $a \in FIRST(Y_i)$ and $\epsilon \in FIRST(Y_j)$ and we chat powcoder for all $1 \le j \le i-1$ and $i \ge 2$ add ϵ to FIRST(X) if $\epsilon \in FIRST(Y_i)$ for all $1 \le i \le k$ EndFor End iterate

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where \underline{LP} is (and \underline{RP} is)

Assignmen	nt Project Ex Symbol	xam Help Initial	Iter. 1	Iter. 2
	/ <mark>powcoder.c</mark> Goal	com Ø		
 For each X as a terminal, then FIRST(X) is {X} If X ::= ε, then ε ∈ FIRST(X) For each X as a non-terminal, initialize FIRST(X) to Ø 	VeChat pow List	coder Ø		
• Iterate until no more terminals or ε can be added to any FIRS. For each rule in the grammar of the form $X := Y_1Y_2Y_k$	^{r(X):} Pair	Ø		
add a to FIRST(X) if $a \in FIRST(Y_1)$ add a to FIRST(X) if $a \in FIRST(Y_i)$ and $\epsilon \in FIRST(Y_j)$ for all $1 \le j \le i-1$ and $i \ge 2$	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
add ϵ to FIRST(X) if $\epsilon \in \text{FIRST}(Y_i)$ for all $1 \le i \le k$ EndFor	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
End iterate	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where \underline{LP} is (and \underline{RP} is)

Assignmen	nt <mark>Project E</mark> z Symbol	xam Help Initial	Iter. 1	Iter. 2
 Iteration 1 (of the outer loop beltops). For each X as a terminal, then FIRST(X) is {X} 	Goal	Ø		
 If X ::= ε, then ε ∈ FIRST(X) For each X as a non-terminal, initialize FIRST(X) to Ø 	VeChat pow List	coder Ø		
• Iterate until no more terminals or ϵ can be added to any FIRS. For each rule in the grammar of the form $X := Y_1 Y_2 Y_k$	T(X): Pair	Ø		<u>. </u>
add a to FIRST(X) if $a \in FIRST(Y_1)$ add a to FIRST(X) if $a \in FIRST(Y_i)$ and $\epsilon \in FIRST(Y_j)$ for all $1 \le j \le i-1$ and $i \ge 2$	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
add ϵ to FIRST(X) if $\epsilon \in \text{FIRST}(Y_i)$ for all $1 \le i \le k$ EndFor	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
End iterate	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

Iteration 1: The order of the rules of		nt Project Ex Symbol	xam Help Initial	Iter. 1	Iter. 2
affect the final FIRST s	https://set results:	//powcoder.doal	Ø		
$\Rightarrow \qquad \Rightarrow$	$S \Rightarrow Add \setminus S$	WeChat pow List	coder Ø		
in order 4, 3, 2, 1		Pair	Ø		i
		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
		RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
		EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where \underline{LP} is (and \underline{RP} is)

				3 11 P 1 3 8 1 2 2 2	
Iteration 1:	Assignme	ent Project Ex Symbol	am Help Initiat	Iter. 1	Iter. 2
		//powcoder.c Goal	Ø	!	
	Add	WeChat pow List	Ø		
		Pair	Ø	?	
Applying Rule 4 Pair ::= <u>LP</u> List <u>RP</u>		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
	ist <u>RP</u>	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(<u>LP</u> list <u>RP</u>)	to first(Pair)	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where \underline{LP} is (and \underline{RP} is)

				<u> </u>	
Iteration 1:	Assignme	nt Project Ex Symbol	kam Help Initial	Iter. 1	Iter. 2
	_	//powcoder.c Goal	\varnothing		
Add WeChat pow List			coder Ø		
		Pair	Ø	<u>LP</u>	
Applying Rule 4 Pair ::= <u>LP</u> List <u>RP</u>		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
	ist <u>RP</u>	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(<u>LP</u> list <u>RP</u>)) to first(Pair)	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP List RP</u>
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

				<u> </u>	
Iteration 1:	Assignme	nt Project Ex Symbol	kam Help Initiat	Iter. 1	Iter. 2
		//powcoder.c			
	WeChat pow List	Ø			
		Pair	Ø	<u>LP</u>	
Applying Rule 4 Pair ::= <u>LP</u> List <u>RP</u>		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
	ist <u>RP</u>	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(<u>LP</u> list <u>RP</u>)	to first(Pair)	EOF	EOF	EOF	EOF

parentheses grammar

```
Goal ::= List
  List ::= Pair List
4 Pair ··= LP List RP
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

4 Fall— <u>LF</u> LISt <u>N</u>	<u>T</u>		FIRST set	s in progress	
Iteration 1:	Assignme	ent Project Ex Symbol	kam Help Initiat	Iter. 1	Iter. 2
		:// <mark>powcoder.c</mark> Goal	ļ	<u> </u>	
	Add	WeChat pow List	cođer Ø	?	
		Pair	Ø	<u>LP</u>	
Applying Rule 2 and Applying Rule 2 and Applying Rule 2		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
List ::= Pair List ε	AST	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(Pair List) to	first(List)	EOF	EOF	EOF	EOF
add first(ε) to first(Li	st)	·		·	

parentheses grammar

```
Goal ::= List
  List ::= Pair List
4 Pair ··= LP List RP
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

4 Fall— <u>LF</u> LIST	<u> </u>		FIRST set	s in progress	
Iteration 1:	Assignme	ent Project Ex Symbol	kam Help Initial	Iter. 1	Iter. 2
		://powcoder.c			
	Add	WeChat pow List	coder Ø	<u>LP</u> , ε	
		Pair	Ø	<u>LP</u>	
Applying Rule 2		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
List ::= Pair List ε	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>	
add first(Pair List)	to first(List)	EOF	EOF	EOF	EOF
add first(ε) to first((List)	·		·	

parentheses grammar

```
Goal ::= List
  List ::= Pair List
4 | Pair ::= LP List RP
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

		FIRST set	s in progress	
Iteration 1: Assignme	ent Project Ex Symbol	kam Help Initiat	Iter. 1	Iter. 2
	//powcoder.c Goal			
Add	WeChat pow List	coder Ø	<u>LP</u> , ε	
	Pair	Ø	<u>LP</u>	
Applying Rule 2 and Rule 3	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
List ::= Pair List ε	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(Pair List) to first(List)	EOF	EOF	EOF	EOF
add first(ε) to first(List)				

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parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

<u> </u>			TINST Set	s in progress	
Iteration 1:	Assignment	Project _l Ex Symbol	xam Help Initiat	Iter. 1	Iter. 2
		<mark>owcoder.</mark> Goal	~	?	
		Chat pow List	Ø	<u>LP</u> , ε	
		Pair	Ø	<u>LP</u>	
Applying Rule 1 Goal ::= List		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
		RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(List) to first	NATIONAL MARKET	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

			FIRST set	s in progress	
Iteration 1:	Assignment	Project Ex Symbol	kam Help Initiat	Iter. 1	Iter. 2
		powcoder.c Goal	$\boldsymbol{\varnothing}$	<u>LP</u> , ε	
	Add W	eChat pow List	coder Ø	<u>LP</u> , ε	
		Pair	Ø	<u>LP</u>	
Applying Rule 1 Goal ::= List		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
		RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(List) to first	(Goal)	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where \underline{LP} is (and \underline{RP} is)

Assignment	Project Ex Symbol	xam Help Initial	Iter. 1	Iter. 2
	owcoder. Goal		<u>LP</u> , ε	
Add W	eChat pow List	coder Ø	<u>LP</u> , ε	
	Pair	Ø	<u>LP</u>	i
We just finished the first iteration!	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
Recall that one iteration reviews all the rules	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
	EOF	EOF	EOF	EOF

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

FIRST sets in progress

Assignme	ent Project Ex Symbol	kam Help Initial	Iter. 1	Iter. 2
	:// <mark>powcoder.</mark> Goal		<u>LP</u> , ε	
Add '	WeChat pow List	coder Ø	<u>LP</u> , ε	
	Pair	Ø	<u>LP</u>	
n starts	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
II Starts	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
	EOF	EOF	EOF	EOF

Before the second iteration starts..

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Iter. 1 means iteration 1

Where <u>LP</u> is (and <u>RP</u> is)

FIRST sets in progress

Assignme	ent Project Ex	xam Help Initial	Iter. 1	Iter. 2
	://powcoder.c		<u>LP</u> , ε	<u>LP</u> , ε
Add	WeChat pow List	coder Ø	<u>LP</u> , ε	<u>LP</u> , ε
	Pair	Ø	<u>LP</u>	<u>LP</u>
n starts	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
II Starts	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
	EOF	EOF	EOF	EOF

Before the second iteration starts..

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Where <u>LP</u> is (and <u>RP</u> is)

				1 0	
Iteration 2:	Assignme	nt Project Ex Symbol	am Help Initiat	Iter. 1	Iter. 2
		//powcoder.c Goal		<u>LP</u> , ε	<u>LP</u> , ε
	Add \	WeChat power List	coder Ø	<u>LP</u> , ε	<u>LP</u> , ε
		Pair	Ø	<u>LP</u>	<u>LP</u>
Applying Rule 4		LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
Pair ::= \underline{LP} List \underline{R}	<u>P</u>	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(<u>LP</u> list <u>RP</u>) to fir		EOF	EOF	EOF	EOF
LP is already in first(Pair)				

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Where \underline{LP} is (and \underline{RP} is)

FIRST sets in progress

	•	
terat	100	<i>j</i> •
cora		— •

on 2: Assignme	nt Project Ex Symbol	kam Help Initial	Iter. 1	Iter. 2
	//powcoder. Goal		<u>LP</u> , ε	<u>LP</u> , ε
Add	WeChat pow List	coder Ø	<u>LP</u> , ε	<u>LP</u> , ε
	Pair	Ø	<u>LP</u>	<u>LP</u>
Applying Rule 2 and Rule 3	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
List ::= Pair List ε	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(Pair List) to first(List)	EOF	EOF	EOF	EOF

add first(ϵ) to first(List) LP and ϵ are alre-

 \underline{LP} and ϵ are already in FIRST(List)

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

Where <u>LP</u> is (and <u>RP</u> is)

FIRST sets in progress

Iteration 2:	Assignment Project Expended	xam Help Initiat	Iter. 1	Iter. 2
	https://powcoder.		<u>LP</u> , ε	<u>LP</u> , ε
	Add WeChat pow List	Ø	<u>LP</u> , ε	<u>LP</u> , ε
	Pair	Ø	<u>LP</u>	<u>LP</u>
Applying Rule 1	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
Goal ::= List	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
add first(List) to first(EOF	EOF	EOF

<u>LP</u> and ε are already in FIRST(Goal)

parentheses grammar

```
1 Goal ::= List
2 List ::= Pair List
3 | ε
4 Pair ::= <u>LP</u> List <u>RP</u>
```

FIRST Sets

	nt Project Ex Symbol		Iter. 1	Iter. 2
	//powcoder.coal		<u>LP</u> , ε	<u>LP</u> , ε
Comparing the FIRST sets at the end	WeChat pow List	coder Ø	<u>LP</u> , ε	<u>LP</u> , ε
of iteration 1 and the end of iteration 2, nothing new is added.	Pair	Ø	<u>LP</u>	<u>LP</u>
↓	LP	<u>LP</u>	<u>LP</u>	<u>LP</u>
Reached fixed point! We have constructed complete FIRST sets	RP	<u>RP</u>	<u>RP</u>	<u>RP</u>
	EOF	EOF	EOF	EOF

FOLLOW Sets

FOLLOW(A):

For $A \in NT$, define FOLLOW(A) as the set of *tokens* that can occur immediately after A in a valid sentential form.

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FOLLOW set is defined to be the set of the s

Back to Our Example

Start ::=
$$S = eof$$

 $S ::= a S = b$

One possible derivation process from the start symbol:

Start
$$\Rightarrow$$
 S eof \Rightarrow a S b eof \Rightarrow a b eof https://powcoder.com

$$FOLLOW(S) = \{ eof, b \}$$

FIRST and FOLLOW Sets

FOLLOW(A):

For $A \in \mathbf{NT}$, define $\mathbf{FOLLOW}(A)$ as the set of tokens that can occur immediately after A in a valid sentential form.

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FOLLOW set is defined by experience from terminal symbols (NT)

Follow Set Construction

Given a rule *p* in the grammar:

$$A \rightarrow B_1B_2...B_i B_{i+1}...B_k$$

If B_i is a non-terminal, FOLLOW(B_i) includes

- FIRST($B_{i+1}...B_k$) { ϵ } U FOLLOW(A), if ϵ \in FIRST($B_{i+1}...B_k$) Assignment Project Exam Help
- FIRST(B_{i+1}...B_k) otherwise https://powcoder.com

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Relationship between FOLLOW sets and FIRST sets of different symbols

Follow Set Construction

To Build FOLLOW(X) for non-terminal X:

- Place EOF in FOLLOW(<start>)
- For each X as a non-terminal, initialize FOLLOW(X) to Ø
 Iterate until no more terminals can be added to any FOLLOW(X):

```
For each rule g in then g in then g and g is of the form g if g is of the form g if g is of the form g in g
```

End iterate

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List List ::= Pair List ε Pair ::= <u>LP</u> List <u>RP</u>
2	List ::= Pair List
3	3
4	$Pair ::= \underline{LP} List \underline{RP}$

Symbol	Initial	1 st
Goal	EOF	
List	Ø	

Assignment Project Exam Help Pair

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Initialization

• Place EOF in FOLLOW(<start>) Add WeChat</start>	powsyderol	FIRST Set
• For each X as a non-terminal, initialize FOLLOW(X) to Ø Iterate until no more terminals can be added to any FOLLOW(X):	Goal	<u>LP</u> , ε
For each rule p in the grammar If p is of the form A ::= $\alpha B\beta$, then	List	<u>LP</u> , ε
if $\varepsilon \in FIRST(\beta)$ Place {FIRST(\beta) - \varepsilon, FOLLOW(A)} in FOLLOW(B)	Pair	<u>LP</u>
else Place {FIRST(β)} in FOLLOW(B)	LP	<u>LP</u>
If p is of the form A ::= αB , then Place FOLLOW(A) in FOLLOW(B)	RP	<u>RP</u>
End iterate	EOF	EOF

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List List ::= Pair List ε Pair ::= <u>LP</u> List <u>RP</u>
2	List ::= Pair List
3	3
4	$Pair ::= \underline{LP} List \underline{RP}$

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	

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Iteration 1 (of the outer loophttps://powcoder.com

 Place EOF in FOLLOW(<start>)</start> Add WeChat	powsyderol	FIRST Set
• For each X as a non-terminal, initialize FOLLOW(X) to Ø **Iterate until* no more terminals can be added to any FOLLOW(X):	Goal	<u>LP</u> , ε
For each rule p in the grammar If p is of the form A ::= $\alpha B\beta$, then	List	<u>LP</u> , ε
if $\varepsilon \in FIRST(\beta)$ Place {FIRST(\beta) - \varepsilon, FOLLOW(A)} in FOLLOW(B)	Pair	<u>LP</u>
else Place {FIRST(β)} in FOLLOW(B)	LP	<u>LP</u>
If p is of the form A ::= αB , then Place FOLLOW(A) in FOLLOW(B)	RP	<u>RP</u>
End iterate	EOF	EOF

FOLLOW sets in progress

FIRST Set

1	Goal ::= List List ::= Pair List
2	List ::= Pair List
3	3
4	$Pair ::= \underline{LP} List \underline{RP}$

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	

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Iteration 1:

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The order of the rules do not affect the final FOLLOW set results. Add WeChat powcoder

If we visit the rules in order 1, 2, 3, 4

Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	?

Iteration 1:

Assignment Project Exam Help Pair

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Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 1 Goal ::= List

• Add FOLLOW(Goal) to FOLLOW(List)

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	EOF

Iteration 1:

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Assignment Project Exam Help Pair

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 1 Goal ::= List

• Add FOLLOW(Goal) to FOLLOW(List)

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List List ::= Pair List
2	List ::= Pair List
3	3
4	$Pair := \underline{LP} List \underline{RP}$

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	EOF

Iteration 1:

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Assignment Project Exam Help Pair

Add WeChat powcoder	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 2 List ::= Pair List

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List List ::= Pair List
2	List ::= Pair List
3	
4	$Pair ::= \underline{LP} List \underline{RP}$

	Symbol	Initial	1 st
	Goal	EOF	EOF
	List	Ø	EOF
Assignn	nent Project E Pair	xam Help	?

Iteration 1:

https://powcoder.com

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 2 List ::= Pair List

- Add FIRST(List) to FOLLOW(Pair)
- Add FOLLOW(List) to FOLLOW(Pair)

parentheses grammar

FOLLOW sets in progress

EOF, LP

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List ε Pair ::= LP List RP

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	EOF

Iteration 1:

https://powcoder.com

Assignment Project Exam Help Pair

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
FOF	FOF

Rule 2 List ::= Pair List

- Add FIRST(List) to FOLLOW(Pair)
- Add FOLLOW(List) to FOLLOW(Pair)

	parentheses	grammar
--	-------------	---------

FOLLOW sets in progress

1	Goal ::= List
2	Goal ::= List List ::= Pair List
3	3
4	$Pair ::= \underline{LP} List \underline{RP}$

	Symbol	Initial	1 st
	Goal	EOF	EOF
	List	Ø	EOF
Assignn	nent Project E Pair	xam Help	EOF, LP

Iteration 1:

https://powcoder.com

Add WeChat powcoder	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 4 Pair ::= \underline{LP} List \underline{RP}

parentheses grammar

FOLLOW sets in progress

EOF, LP

1	Goal ::= List List ::= Pair List
2	List ::= Pair List
3	3
4	Pair ::= \underline{LP} List \underline{RP}

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	EOF, ?

Iteration 1:

https://powcoder.com

Assignment Project Exam Help Pair

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 4 Pair ::= \underline{LP} List \underline{RP}

• Add FIRST(<u>RP</u>) to FOLLOW(List)

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List ε Pair ::= LP List RP

	Symbol	Initial	1 st
	Goal	EOF	EOF
	List	Ø	EOF, RP
Assignn	nent Project E Pair	xam Help	EOF , LP

Iteration 1:

https://powcoder.com

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 4 Pair ::= \underline{LP} List \underline{RP}

• Add FIRST(<u>RP</u>) to FOLLOW(List)

parentheses grammar

FOLLOW sets in progress

EOF, LP

1 Goal ::= List 2 List ::= Pair List 3 | ε 4 Pair ::= <u>LP</u> List <u>RP</u>

Symbol	Initial	1 st
Goal	EOF	EOF
List	Ø	EOF, RP
nt Project E	vom Uola	

Assignment Project Exam Help Pair

https://powcoder.com

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

End of First Iteration and Before the Second Iteration starts

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List ε Pair ::= <u>LP</u> List <u>RP</u>

	Symbol	Initial	1st	2 nd
	Goal	EOF	EOF	EOF
	List	Ø	EOF , RP	EOF, RP
Assignn	nent Project E Pair	xam Help	EOF, LP	EOF, LP

https://powcoder.com

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

End of First Iteration and Before the Second Iteration starts

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List

	Symbol	Initial	1 st	2 nd
	Goal	EOF	EOF	EOF
	List	Ø	EOF , RP	EOF, RP
Assignn	nent Project E Pair	xam Help	EOF, LP	EOF , LP

Iteration 2:

https://powcoder.com

Add WeChat powcoder Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 1 Goal ::= List

• Add FOLLOW(Goal) to FOLLOW(List)

EOF already in FOLLOW(list)

parentheses grammar

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List

	Symbol	Initial	1 st	2 nd
	Goal	EOF	EOF	EOF
	List	Ø	EOF, RP	EOF, RP
	nent Project E Pair		EOF , LP	EOF, LP,
http	s://powcoder.	com		Tu

Iteration 2:

Add WeChat powcoder

FIRST Set

Symbol	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
FOF	EOF

Rule 2 List ::= Pair List

- Add FIRST(List)-ε to FOLLOW(Pair)
- Add FOLLOW(List) to FOLLOW(Pair)

Added RP

FOLLOW sets in progress

1	Goal ::= List
2	List ::= Pair List
3	3
4	Goal ::= List List ::= Pair List ε Pair ::= LP List RP

	Symbol	Initial	1 st	2 nd
	Goal	EOF	EOF	EOF
	List	Ø	EOF, RP	EOF, RP
Assignm	nent Project E Pair	xam Help	EOF, LP	EOF , RP, LP

Iteration 2:

https://powcoder.com

Add WeChat powcoder	FIRST Set
Goal	<u>LP</u> , ε
List	<u>LP</u> , ε
Pair	<u>LP</u>
LP	<u>LP</u>
RP	<u>RP</u>
EOF	EOF

Rule 4 Pair ::= \underline{LP} List \underline{RP}

• Add FIRST(RP) to FOLLOW(List)

RP already in FOLLOW(list)

parentheses grammar	FOLL	OW sets in p	progress			
1 Goal ::= List	Symbol	Initial	1 st	2 nd		
2 List ::= Pair List ε	Goal	EOF	EOF	EOF		
4 Pair ::= \underline{LP} List \underline{RP}	List	Ø	EOF , RP	EOF, RP		
Iteration 2: Assignment Project Exam Help Pair EOF, E LP						
Add	l WeChat pow	coder mbol	FIRS	ST Set		
Iteration 3 produces the same r ⇒ reached a fixed point	esuit (Goal		<u>LP</u> , ε		
- reactica a fixed point	List		<u>LP</u> , ε			
	Pair		<u>L</u>	<u>P</u>		
We omit the results of Iteration 3	3.	LP		<u>P</u>		
		RP	<u>R</u>	<u>P</u>		
]	EOF	EC	OF		

Building the PREDICT set

• Need a **PREDICT set** for every rule

Define $PREDICT(A := \delta)$ for rule $A := \delta$

- $FIRST(\delta)$ { ε } U Follow (A), if $\varepsilon \in FIRST(\delta)$
- $FIRST(\delta)$ otherwise

DICT set	Symbol	FIRST	FOLLOW
T set for every rule	Goal	<u>LP</u> , ε	EOF
- Set for every full	List	<u>LP</u> , ε	EOF, RP
for rule $A := \delta$	Pair	<u>LP</u>	EOF, RP, LP
w (A), if $\varepsilon \in FIRST(\delta)$	LP	<u>LP</u>	_
	RP	<u>RP</u>	<u>-</u>
Assignment Project E	xam Help	EOF	_

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https://powcoder.com							
Add WeChat powcoder PREDICT							
1	Goal ::= List	1	EOF, LP				
2	List ::= Pair List	2	LP				
3	List ::= ε	3	EOF, RP				
4	$Pair := \underline{LP} List \underline{RP}$	4	LP				

Building the PREDICT set

• Need a *PREDICT set* for every rule

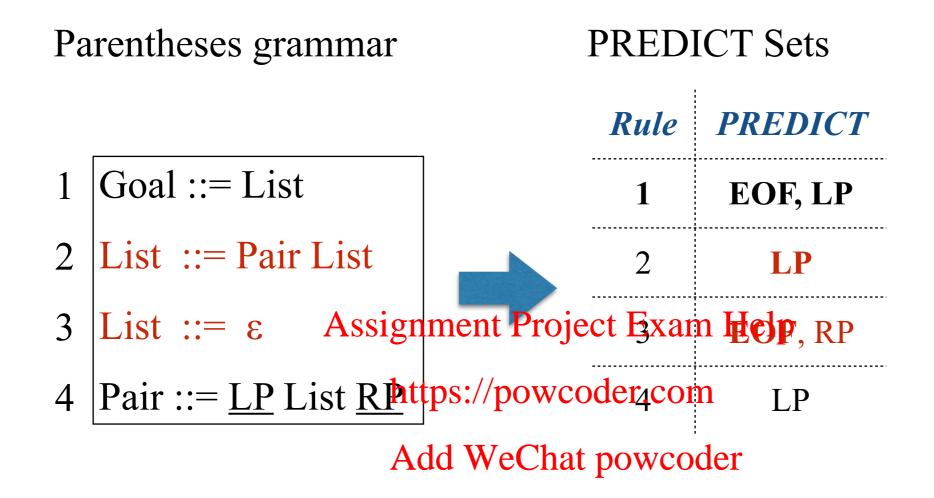
Define $PREDICT(A := \delta)$ for rule $A := \delta$

- $FIRST(\delta)$ { ε } U Follow (A), if $\varepsilon \in FIRST(\delta)$
- $FIRST(\delta)$ otherwise

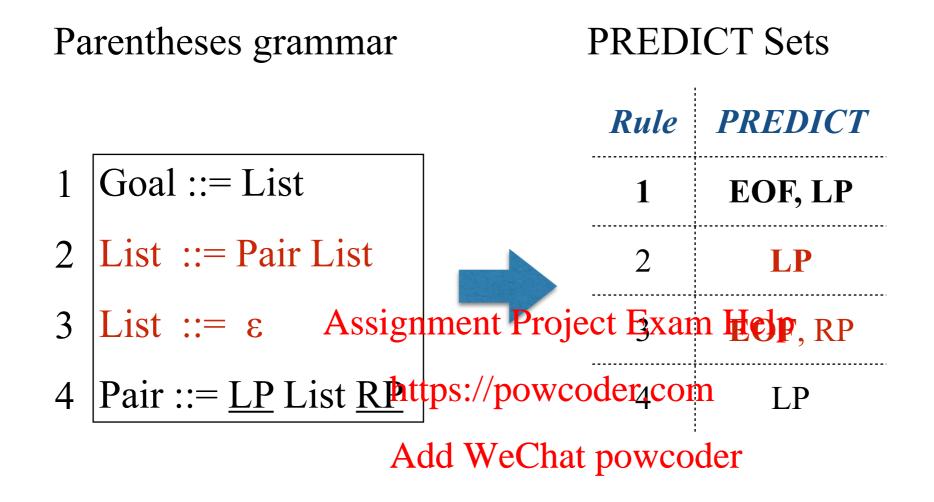
DICT set	Symbol	FIRST	<i>FOLLOW</i>
T set for every rule	Goal	<u>LP</u> , ε	EOF
set for every fulc	List	<u>LP</u> , ε	EOF, RP
for rule A ::= δ	Pair	<u>LP</u>	EOF, RP, LP
w (A), if $\varepsilon \in FIRST(\delta)$	LP	<u>LP</u>	_
	RP	<u>RP</u>	<u>-</u>
Assignment Project E	xam Help	EOF	-

https://powcoder.com

	Add We	Chat powco	Rule	PREDICT
1	Goal ::= List	-	1	EOF, LP
2	List ::= Pair List		2	LP ← FIRST(Pair List)
3	List ::= ε		3	EOF , RP← FOLLOW(List)
4	$Pair := \underline{LP} List \underline{RP}$		4	LP



Is this grammar LL(1)?



Is this grammar LL(1)?

Since only Rule 2 and Rule 3 correspond to the same non-terminal, and PREDICT(Rule 2) and PREDICT(Rule 3) are disjoint, the grammar is LL(1).

- Need a row for every NT and a column for every T
- Need an interpreter for the table (skeleton parser)

		Rule	PREDICT		<i>LP</i>	R P	EOF
1	Goal ::= List Assi	gnment P	roj EQExa m Help	Goal			i.
2	List ::= Pair List	https://po	wcod er com	List			
3	List $:= \epsilon$	Add WeC	ha Epd wRoder	Pair			
4	$Pair := \underline{LP} List \underline{RP}$	4	LP	rair			

- Need a row for every NT and a column for every T
- Need an interpreter for the table (skeleton parser)

			PREDICT		<i>LP</i>	R P	EOF
1	Goal ::= List Assi		roj EQE ka m Help	Goal	1		1
2	List ::= Pair List	https://po	wcodercom	List		i	<u>i</u>
3	List $:= \epsilon$	Add WeC	ha E po tyRoder	Pair			
4	$Pair ::= \underline{LP} \text{ List } \underline{RP}$	4	LP	rall			

- Need a row for every NT and a column for every T
- Need an interpreter for the table (skeleton parser)

		Rule	PREDICT		LP	R P	EOF
1	Goal ::= List Assi	gnment Pi	roj e@Exa m Help	Goal	1		1
2	List ::= Pair List	https://po	wcod er com	List	2	3	3
3	List $:= \epsilon$	Add W eC	ha EpF w R Bder	Pair			
4	$Pair ::= \underline{LP} List \underline{RP}$	4	LP	1 all			

- Need a row for every NT and a column for every T
- Need an interpreter for the table (skeleton parser)

		Rule	PREDICT		LP	R P	EOF
1	Goal ::= List Assi	gnment P	roj e Q E Ra m Help	Goal	1		1
2	List ::= Pair List	https://po	wcod er com	List	2	3	3
3	3	Add WeC	ha E por wRoder	Pair	Δ		
4	$Pair ::= \underline{LP} \text{ List } \underline{RP}$	4	LP	1 all	7		

Review: Table Driven LL(1) Parsing

```
Input: a string w and a parsing table M for G
    push eof
    push Start Symbol
                                                          LP RP EOF
    token \leftarrow next \ token()
                                                    Goal
    X \leftarrow \text{top-of-stack}
    repeat
                                                                3
                                                                      3
                                                    List
        if X is a terminal then
          if X == tokenstlemment Project Exam Helpir
             pop X
             token \leftarrow next\_token()
                           Add WeChat powcodeM is the parse table
          else error()
         else /* X is a non-terminal */
             if M[X, token] == X \rightarrow Y_1Y_2 \dots Y_k then
                 pop X
                 push Y_k, Y_{k-1}, \ldots, Y_1
              else error()
          X \leftarrow \text{top-of-stack}
    until X = EOF
    if token != EOF then error()
```

1	Goal ::= List
2	List ::= Pair List
3	3
4	$Pair ::= \underline{LP} List \underline{RP}$

Goal

	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

Goal

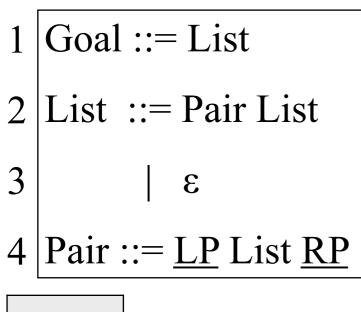
Assignment Project Exam Help Remaining Input: LPRP LP LP RP RP

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Add WeChat powcoder

Sentential Form: Goal

Applied Production:



Goal

	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

Remaining Input: Assignment Project Exam Help RP LP RP RP RP https://powcoder.com Add WeChat powcoder Sentential Form: Goal

Goal

Applied Production:

1	Goal ::= List
2	List ::= Pair List
3	3
	Pair ::= \underline{LP} List \underline{RP}



	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

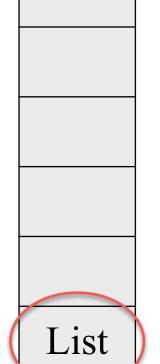
Assignment Project Exam Help Remaining Input: LPRP LP LP RP RP

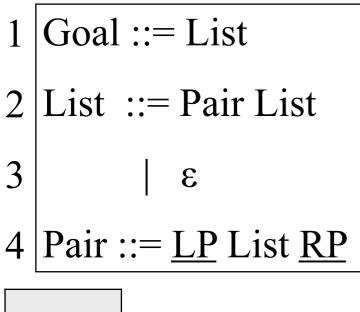
https://powcoder.com

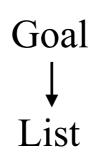
Add WeChat powcoder

Sentential Form: List

Applied Production:
1. Goal ::= List







	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

Assignment Project Exam Help Remaining Input:

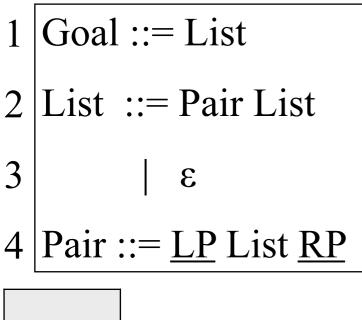
LPRP LP LP RP RP

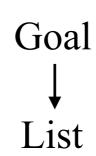
https://powcoder.com

Add WeChat powcoder

Sentential Form: List

Applied Production:
1. Goal ::= List





	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

Assignment Project Exam Help Remaining Input: LPRP LP LP RP RP

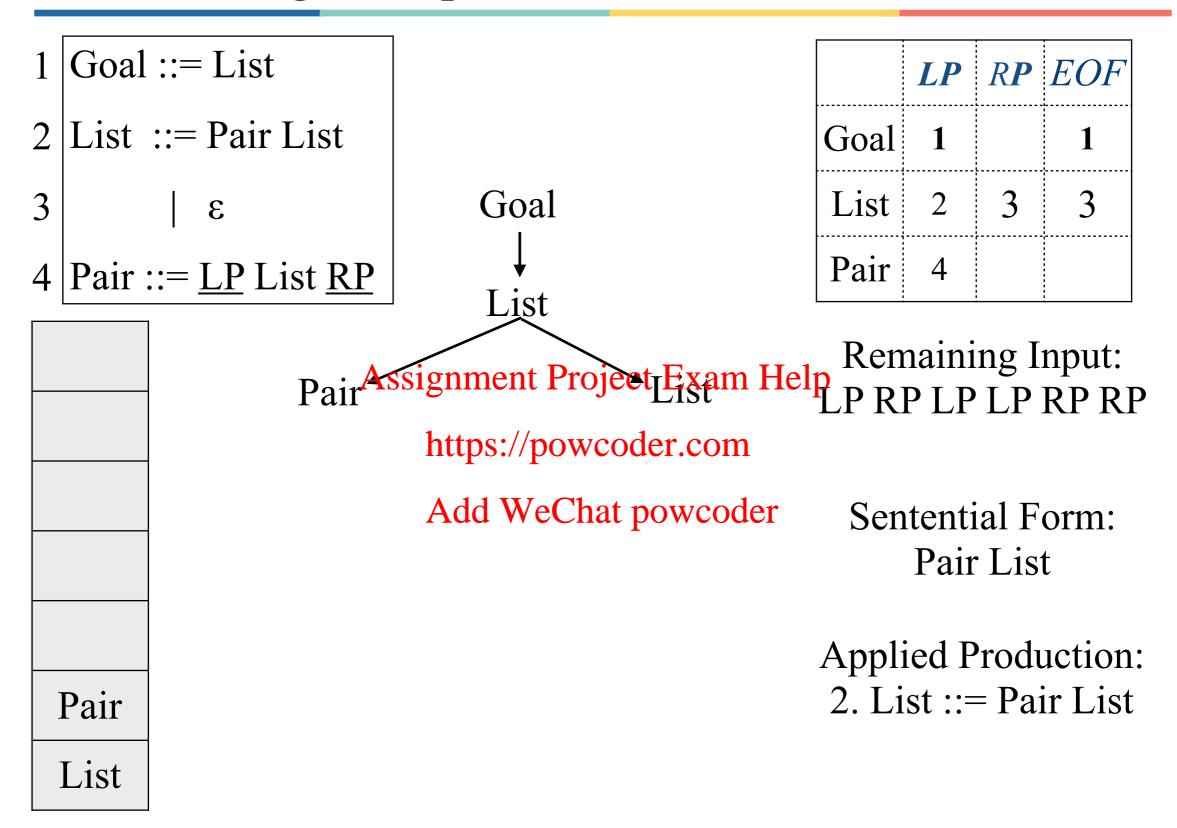
https://powcoder.com

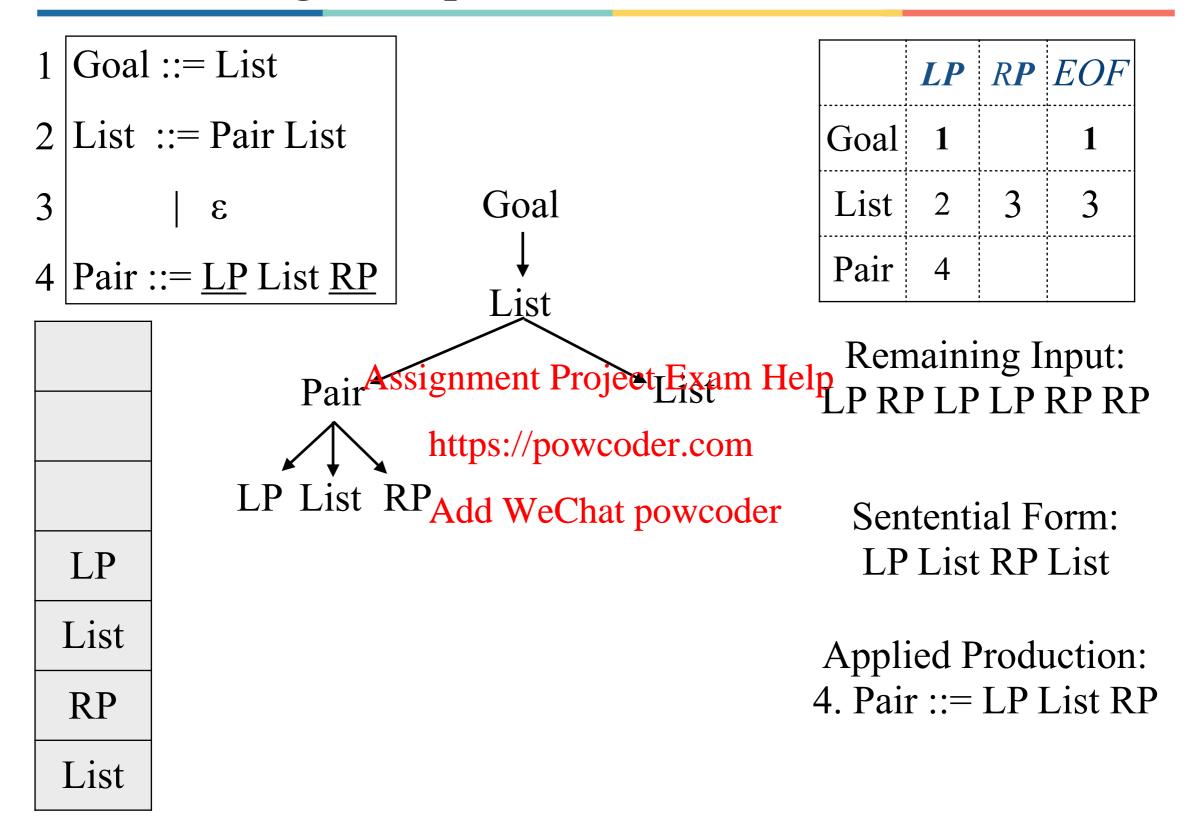
Add WeChat powcoder

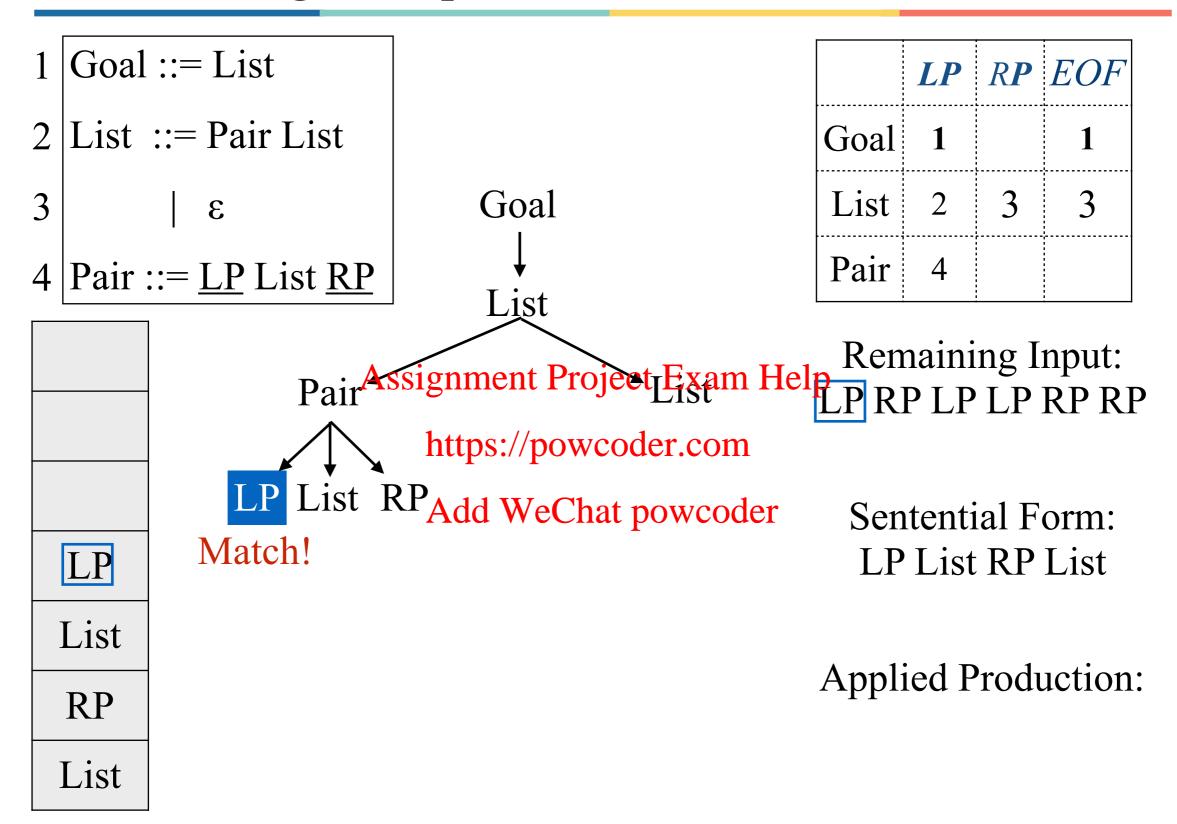
Sentential Form: List

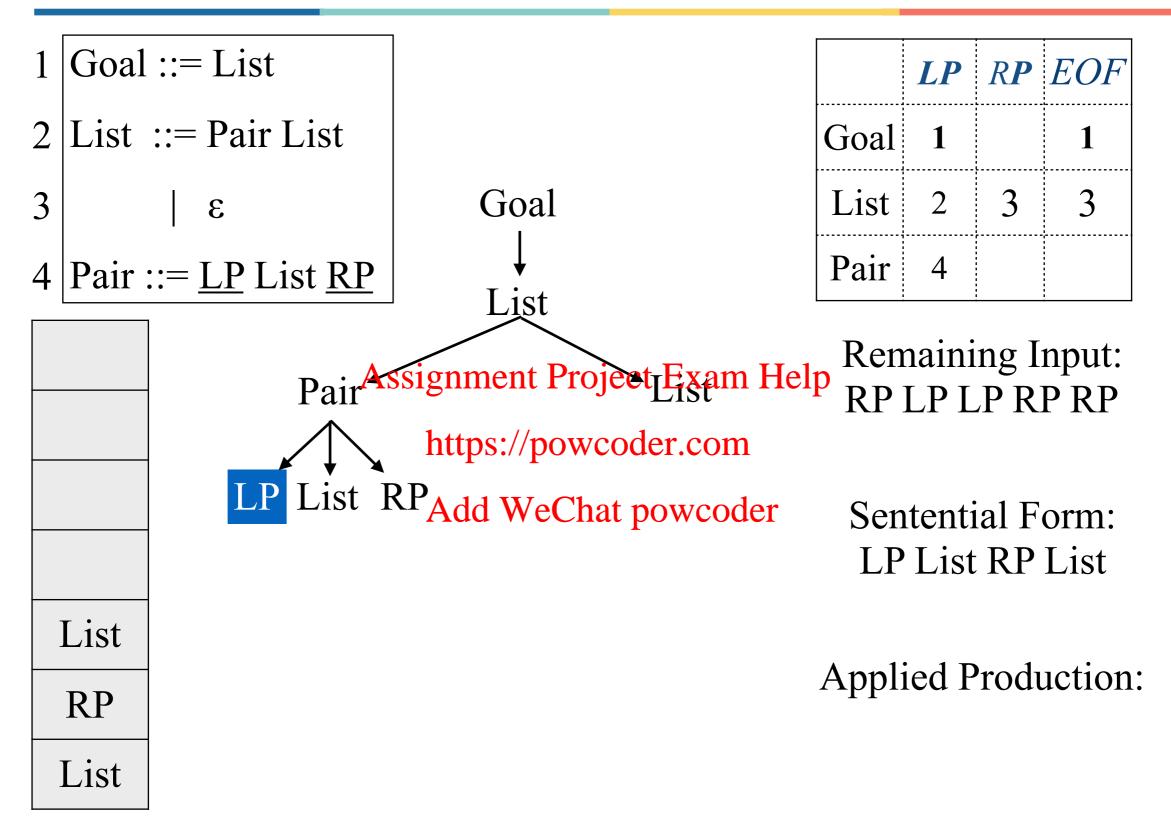
Applied Production:
1. Goal ::= List

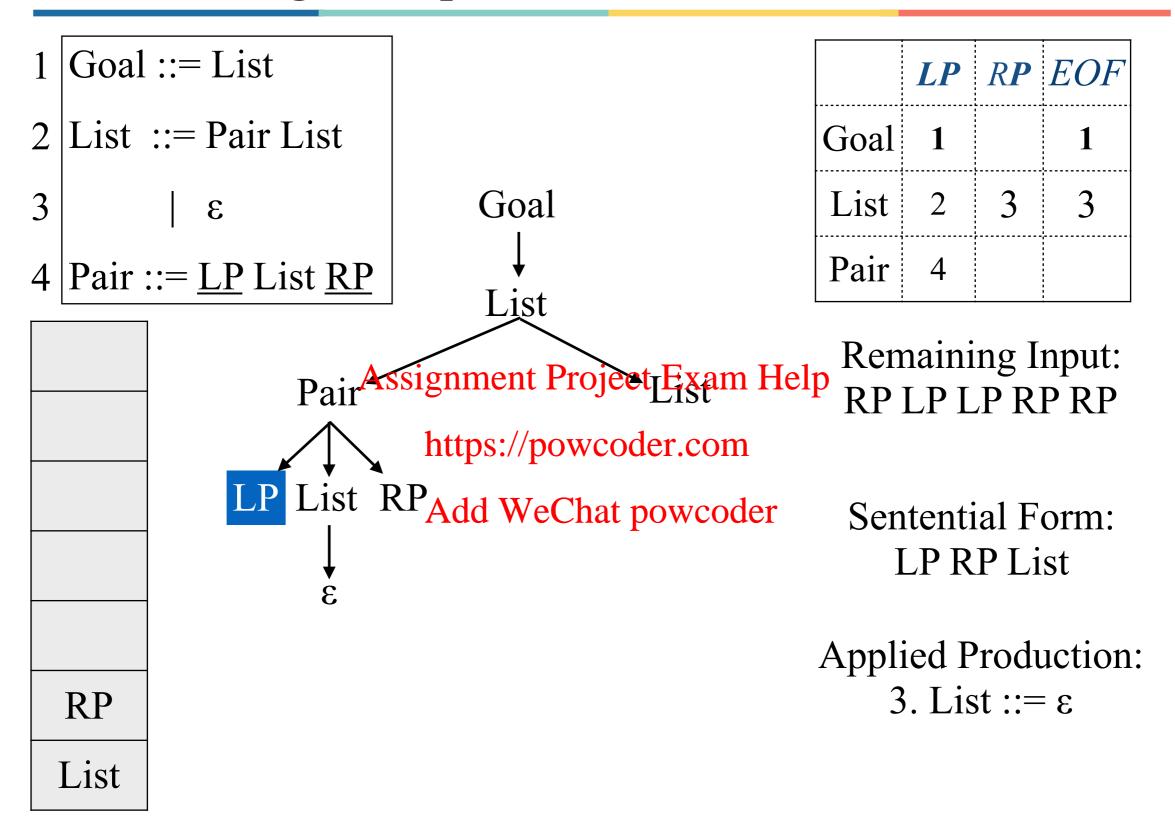


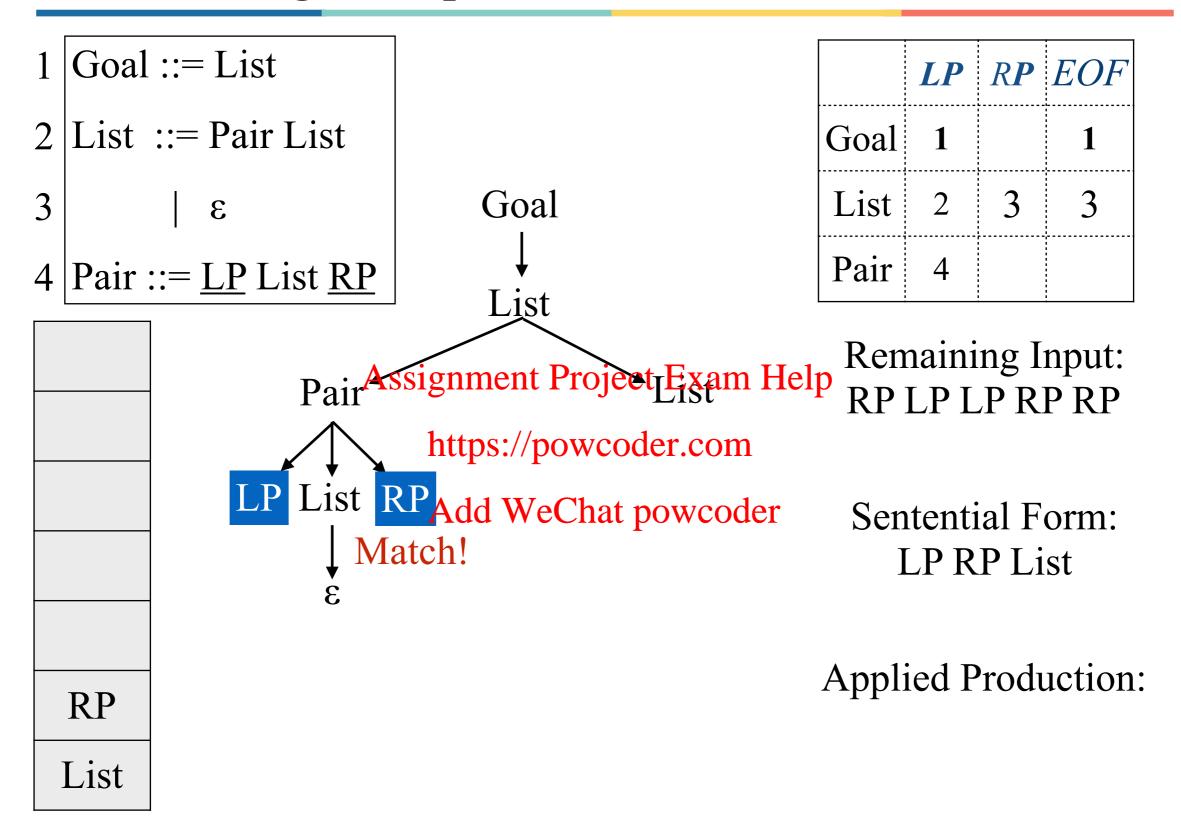


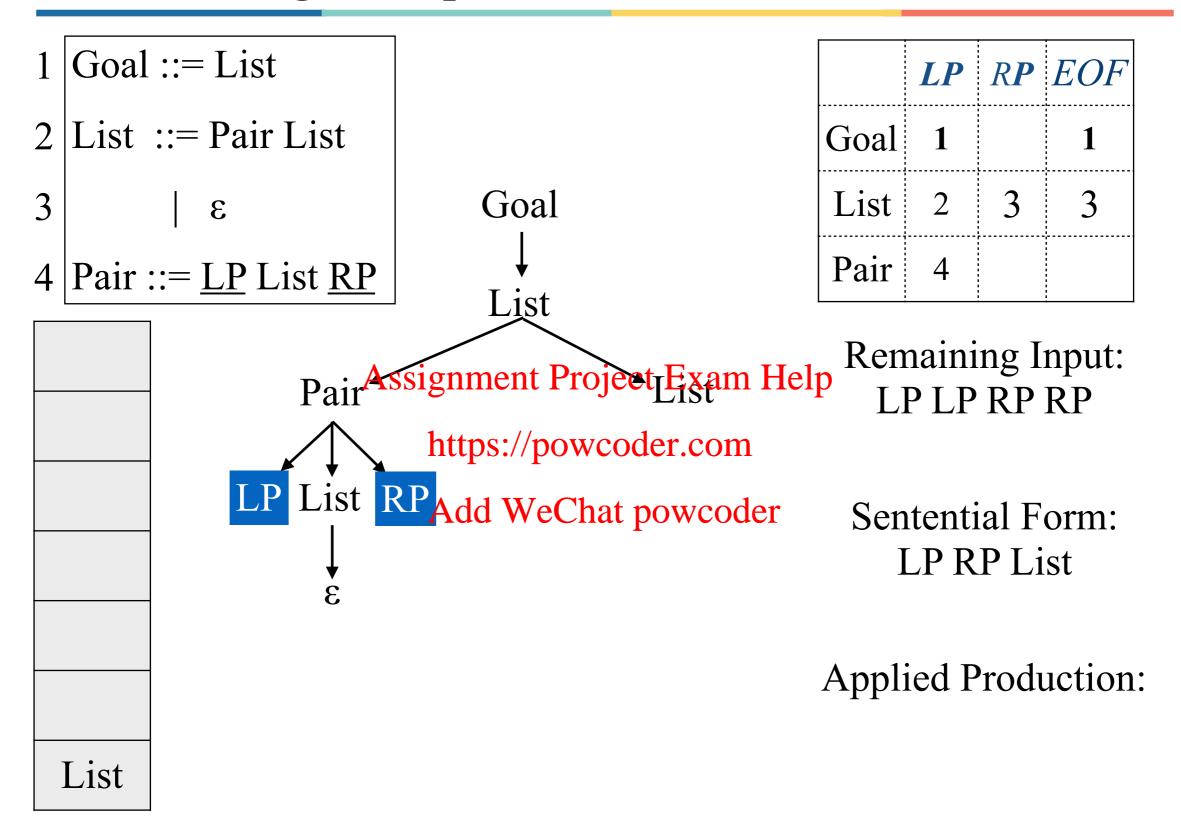


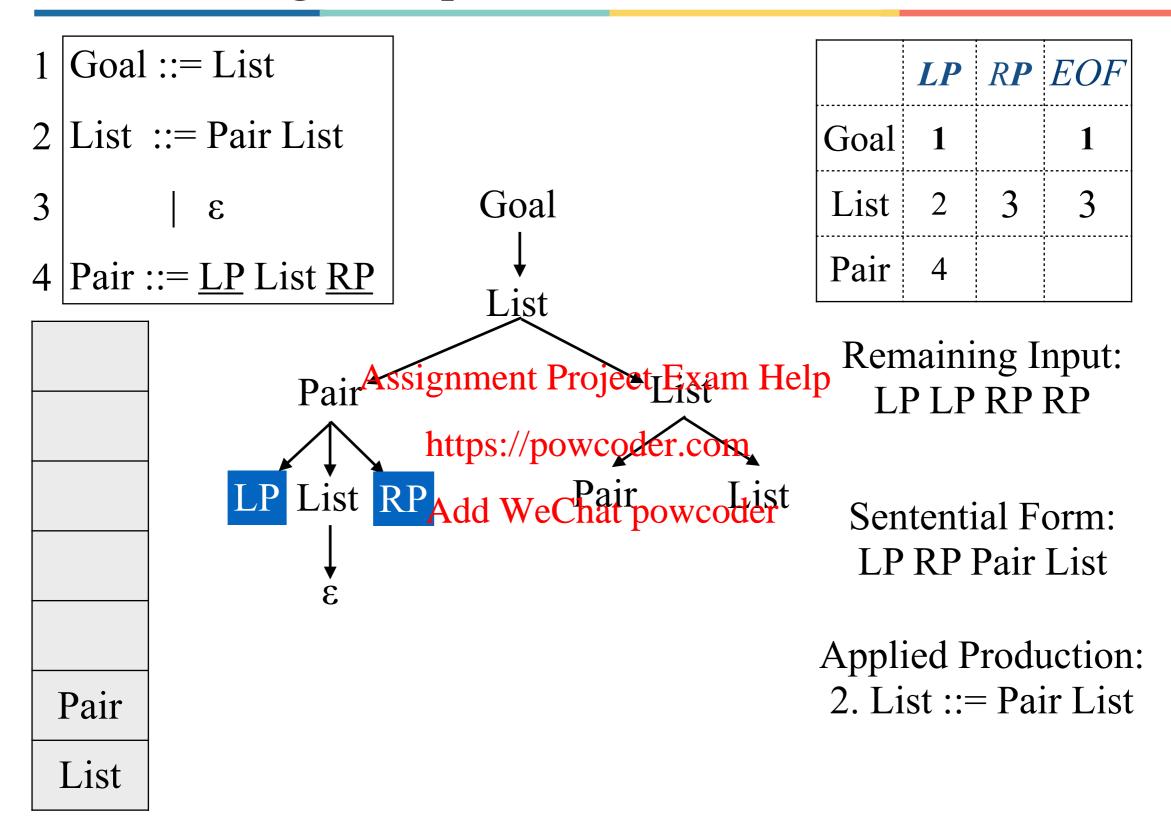


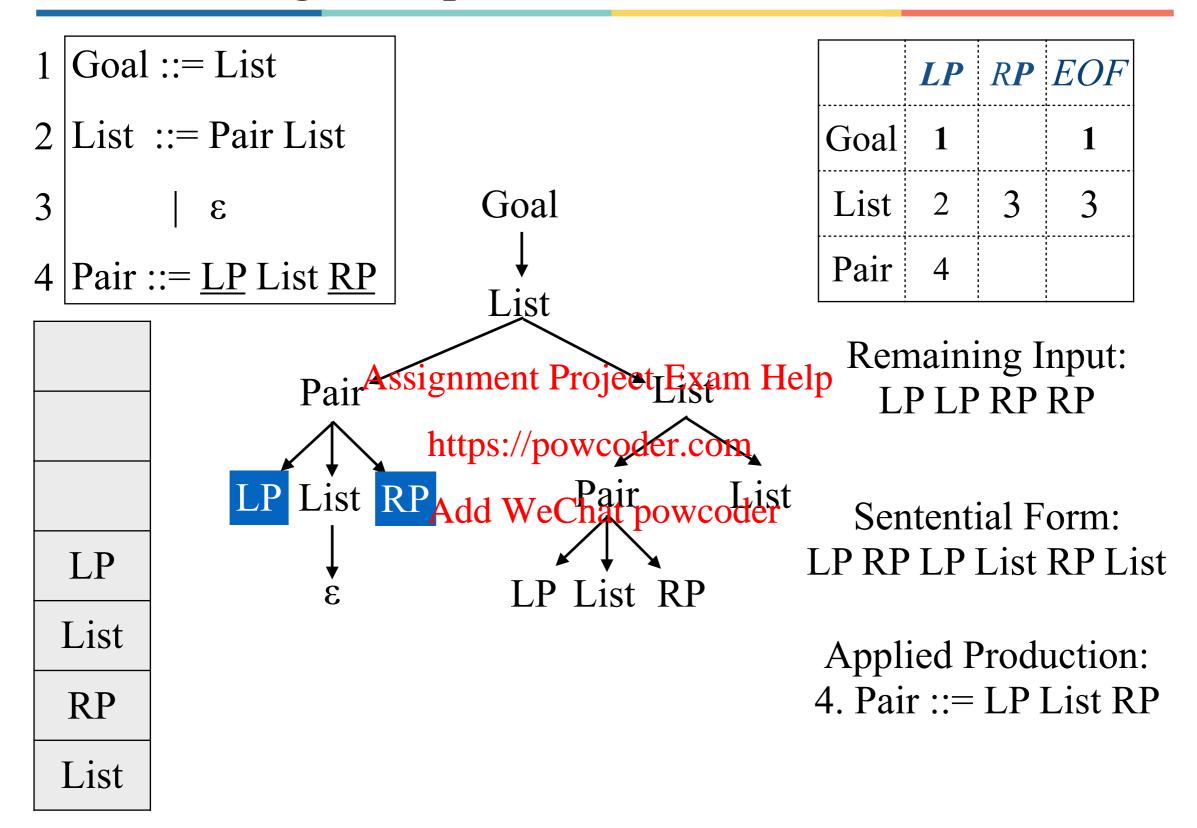


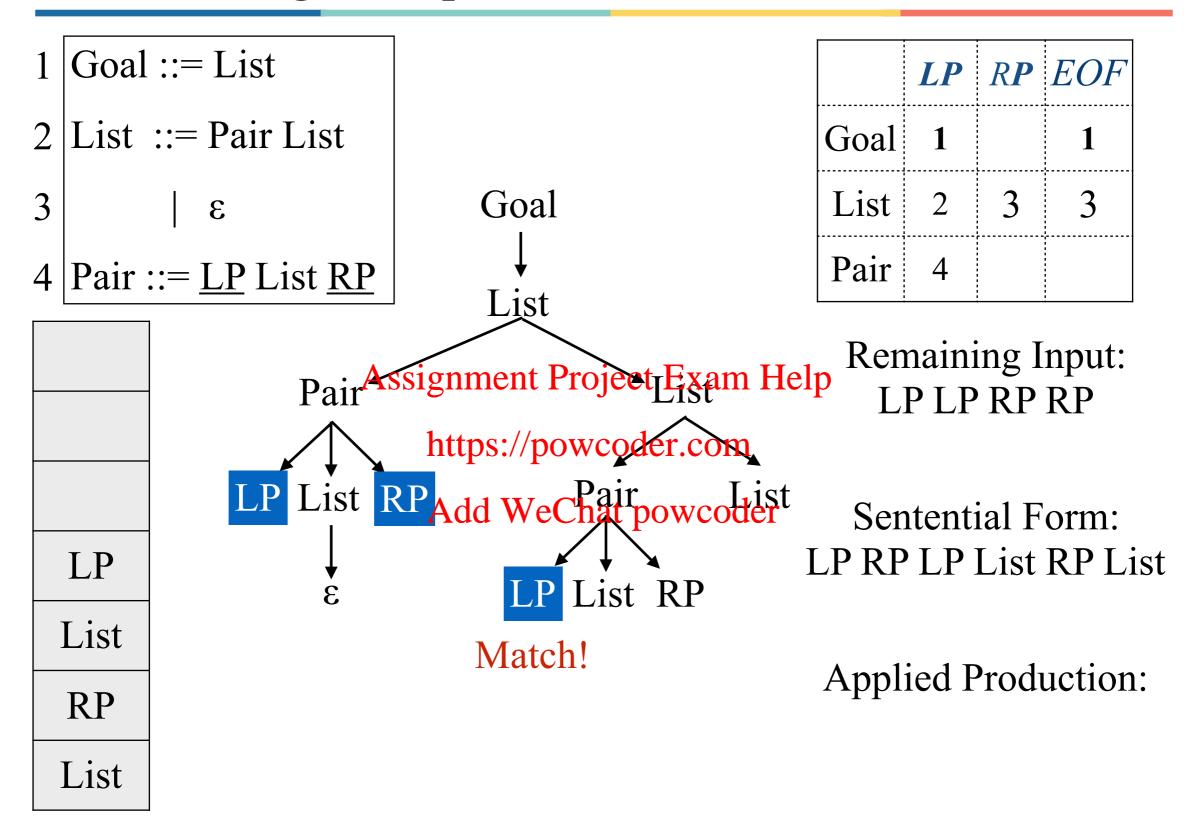


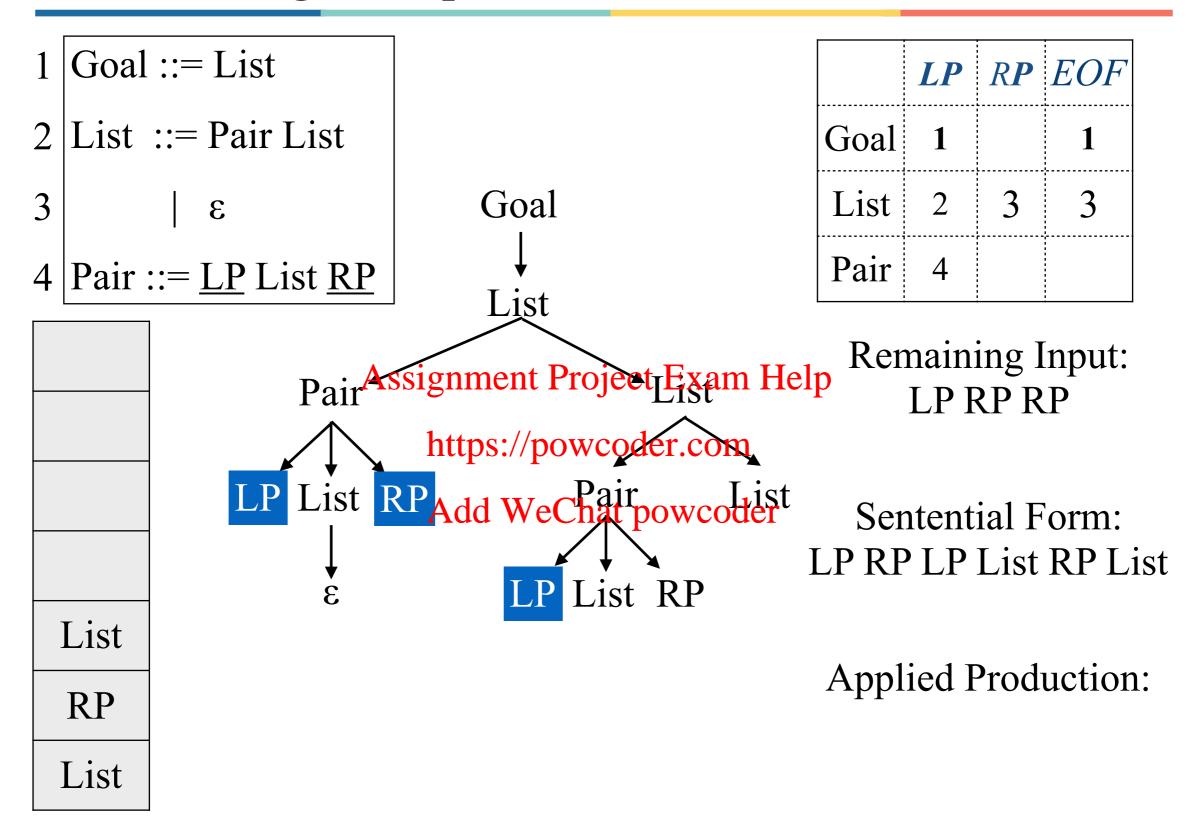


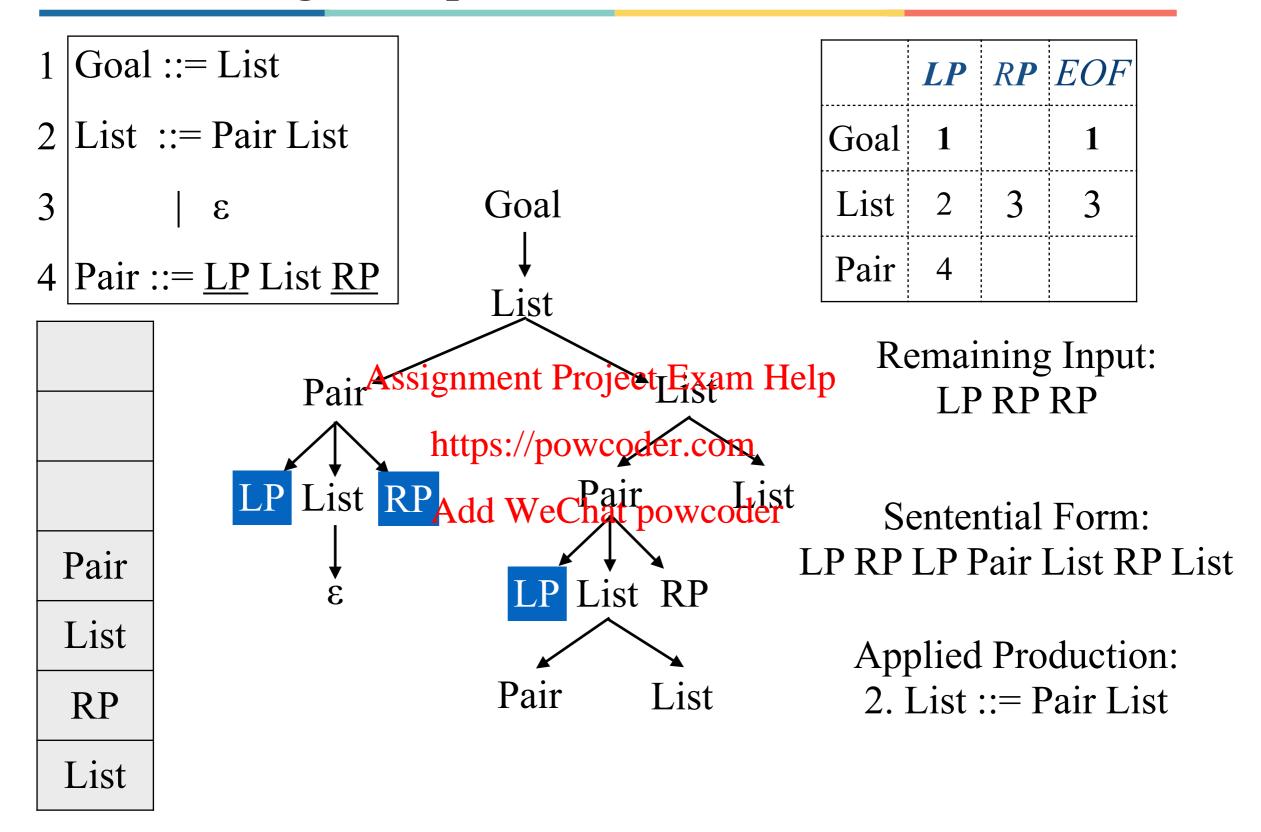


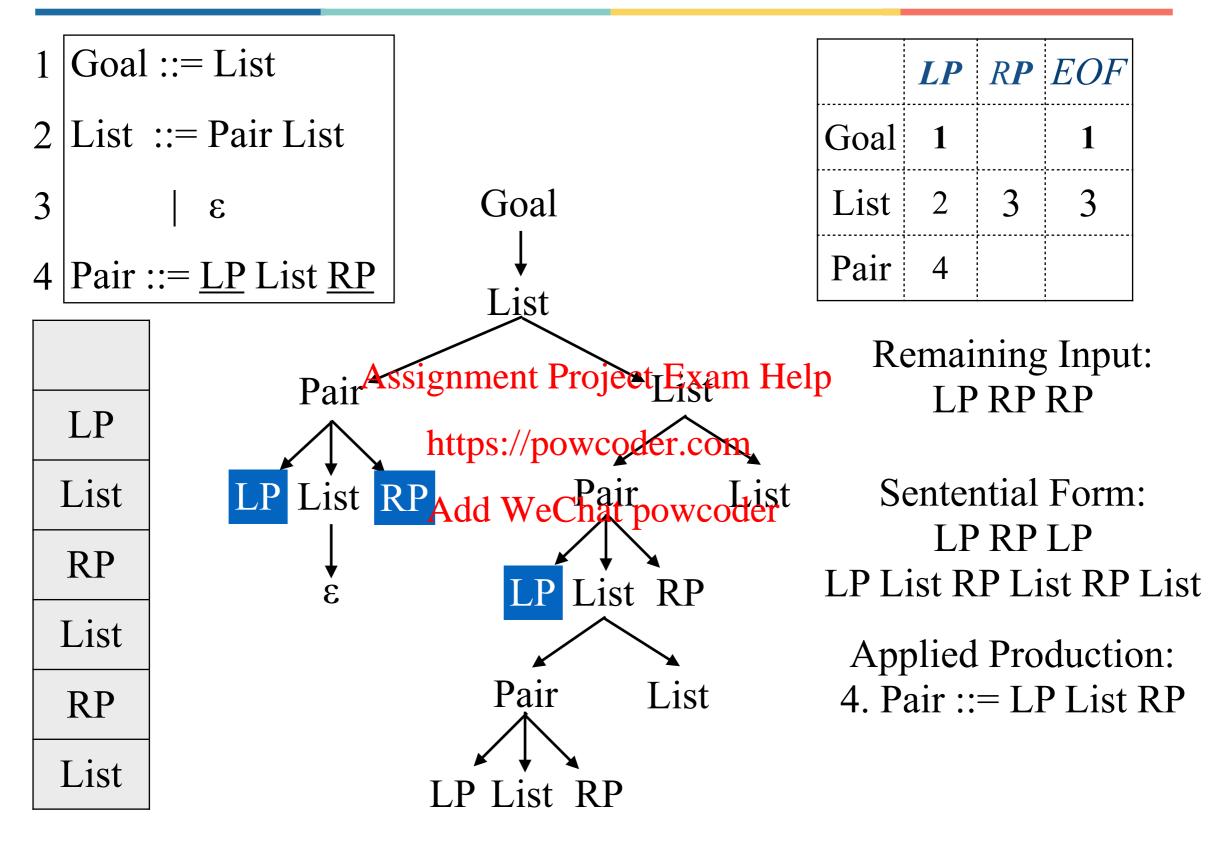


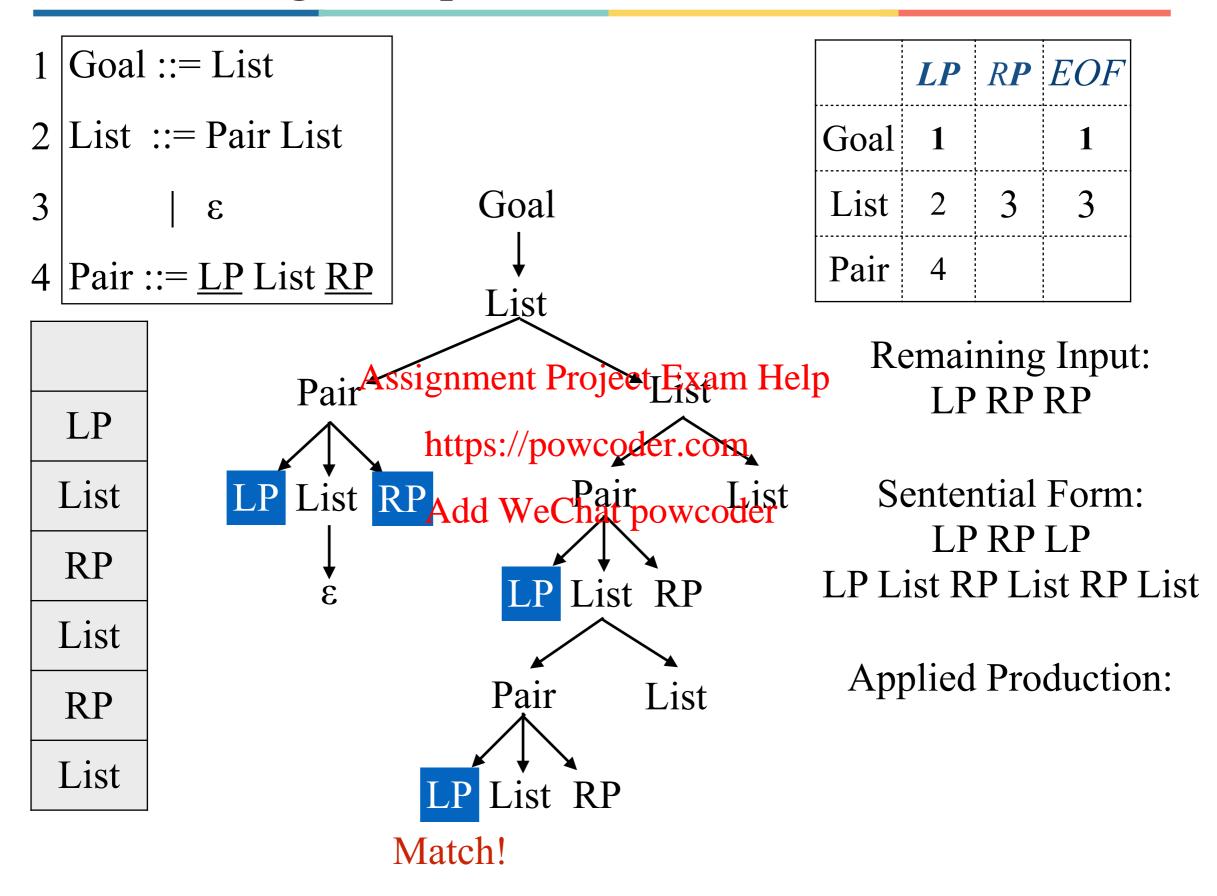


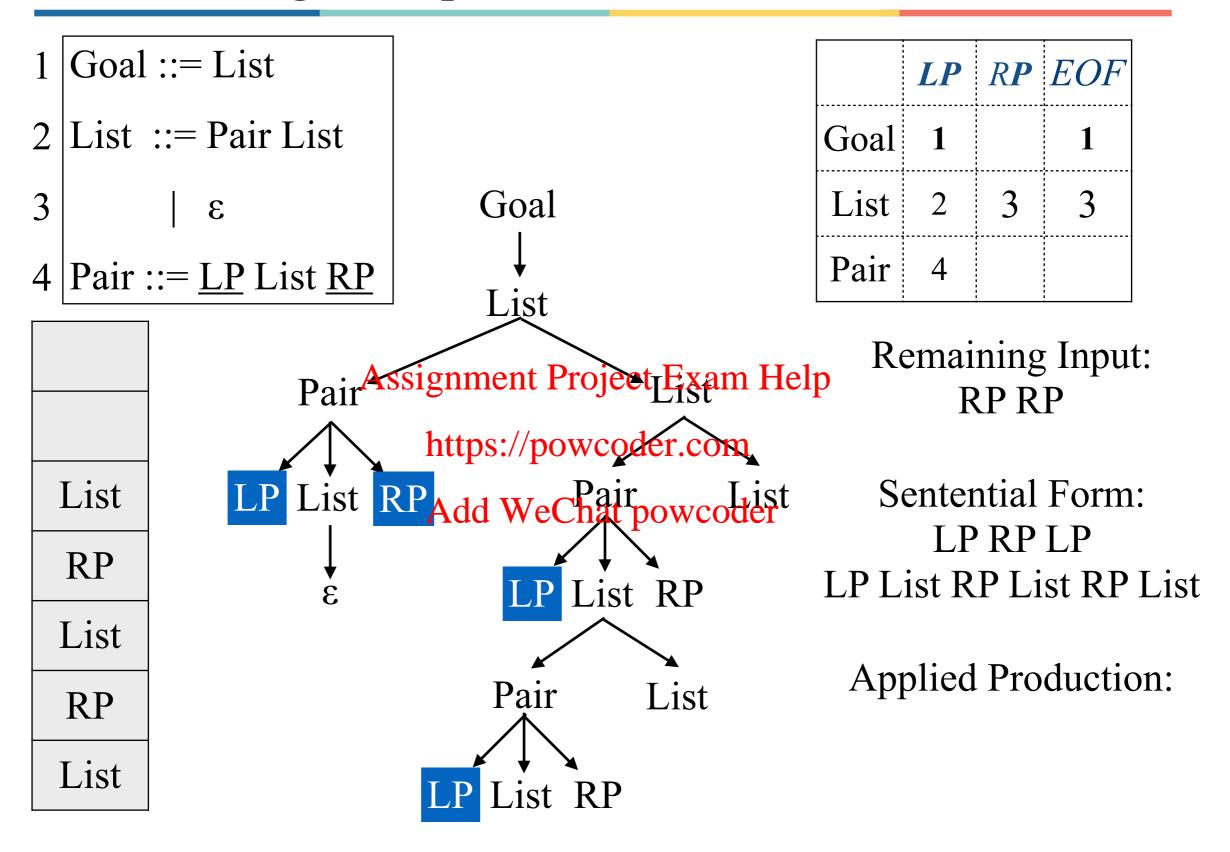


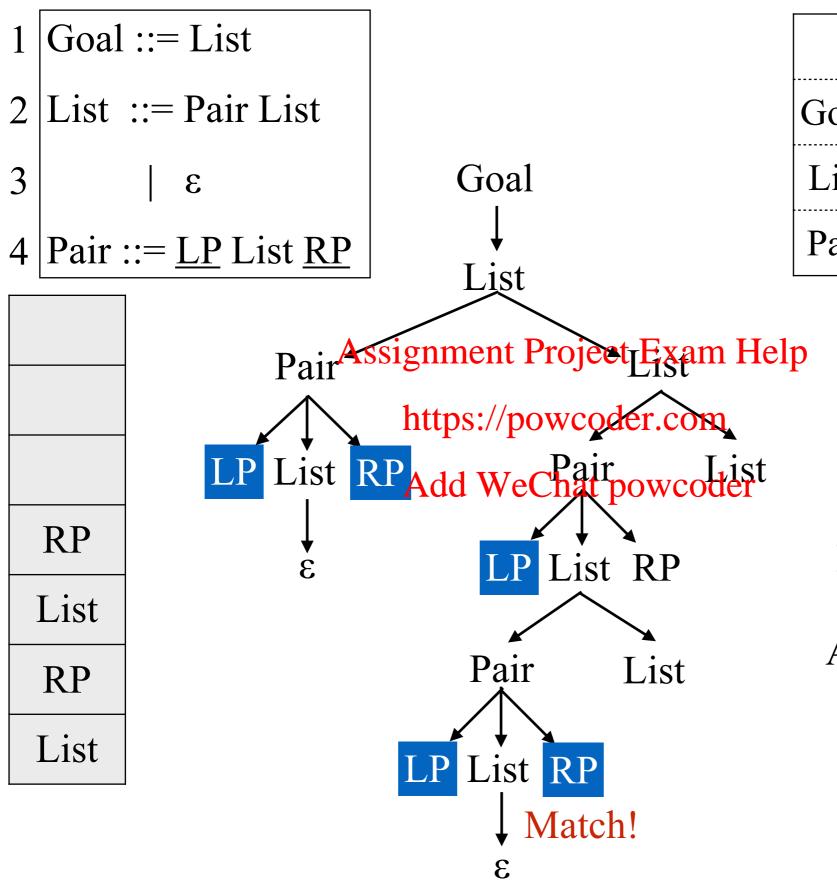










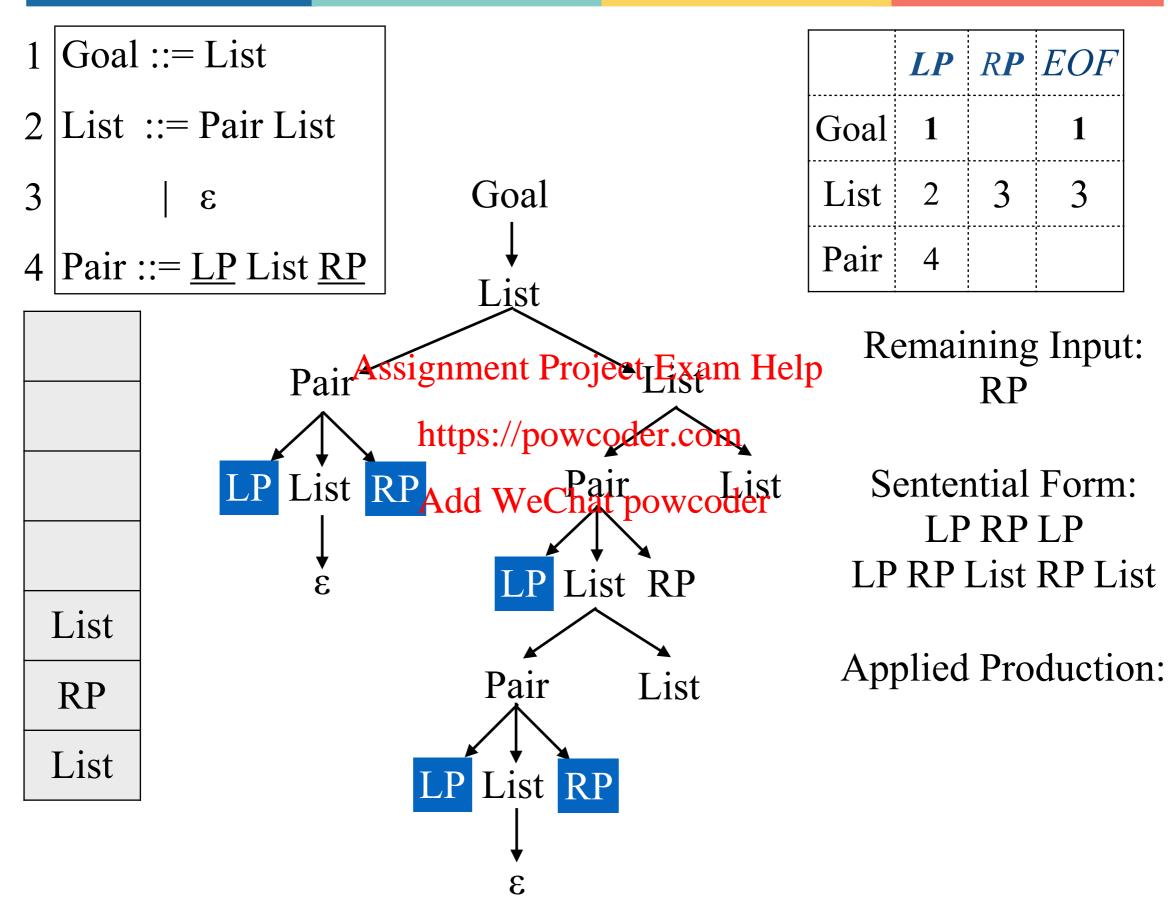


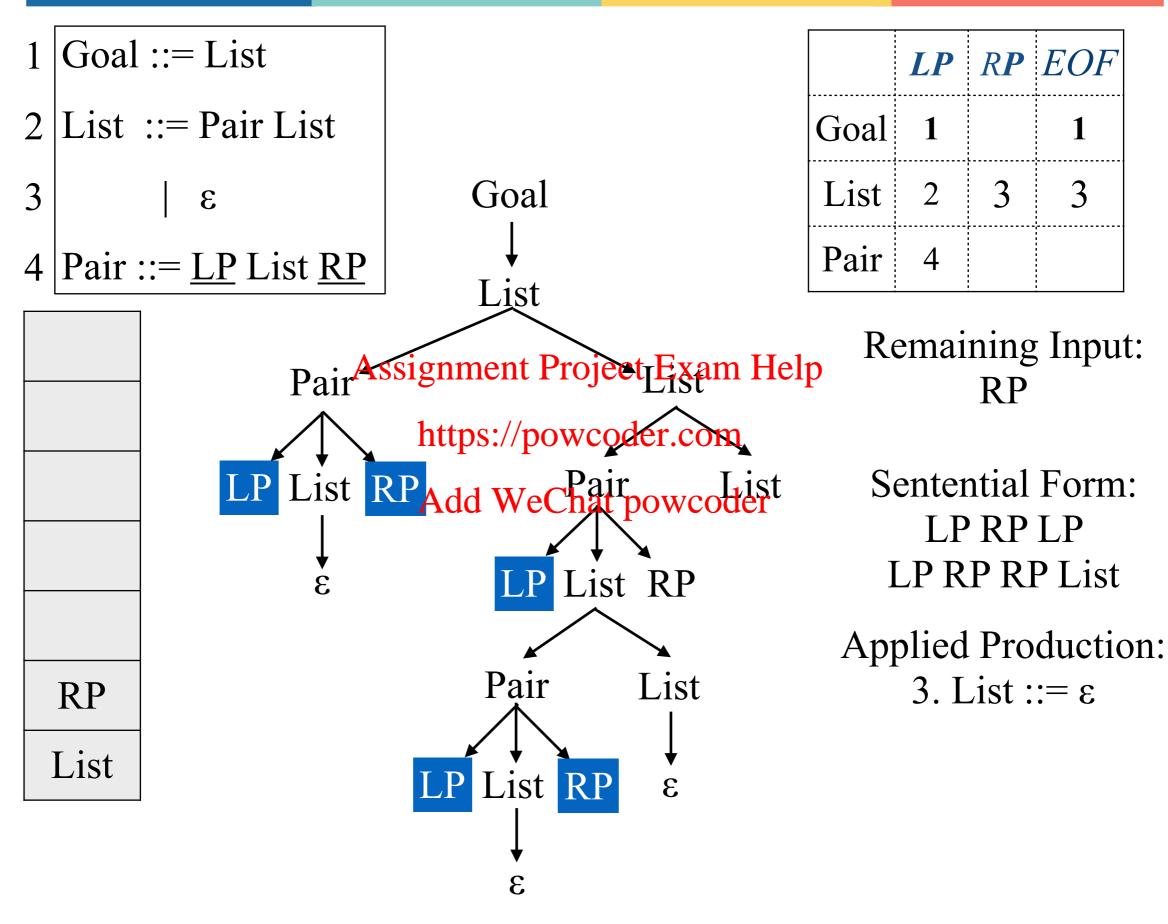


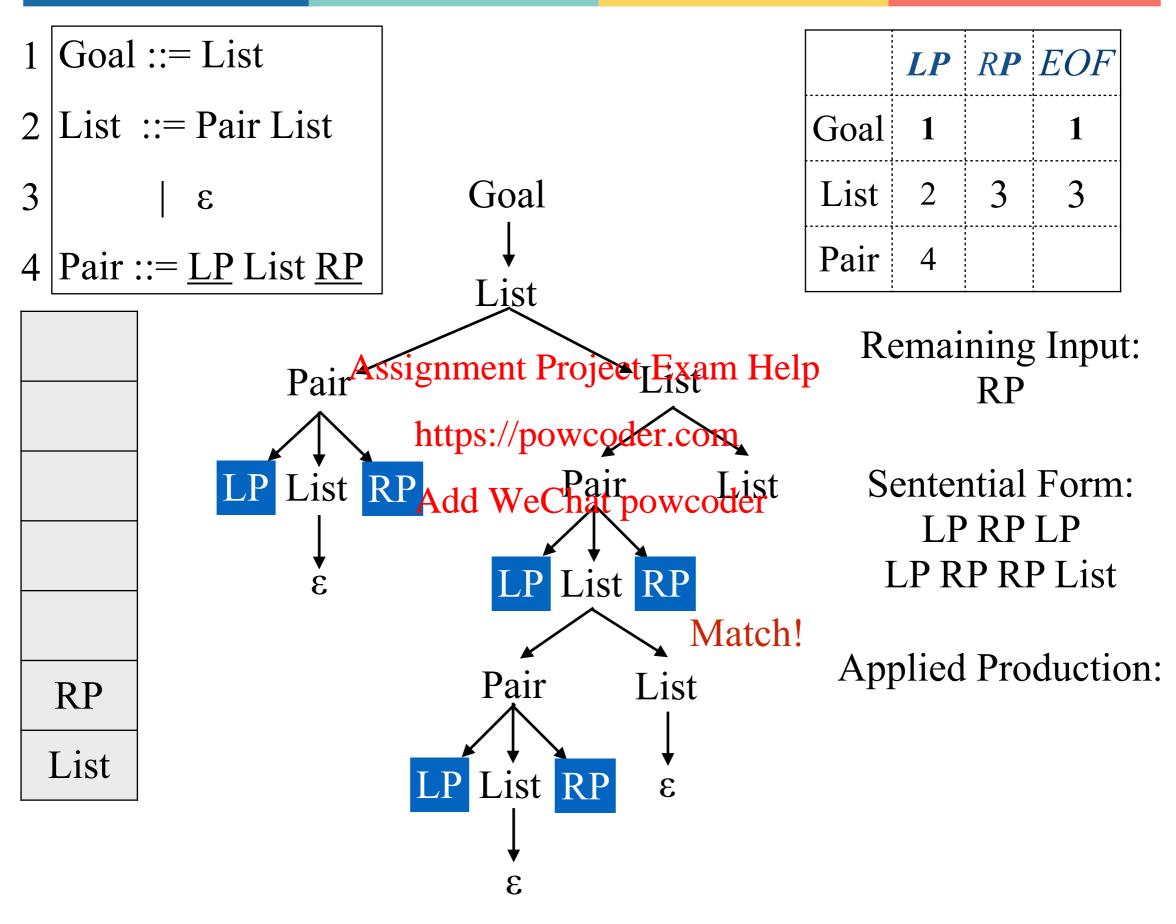
Remaining Input: RP RP

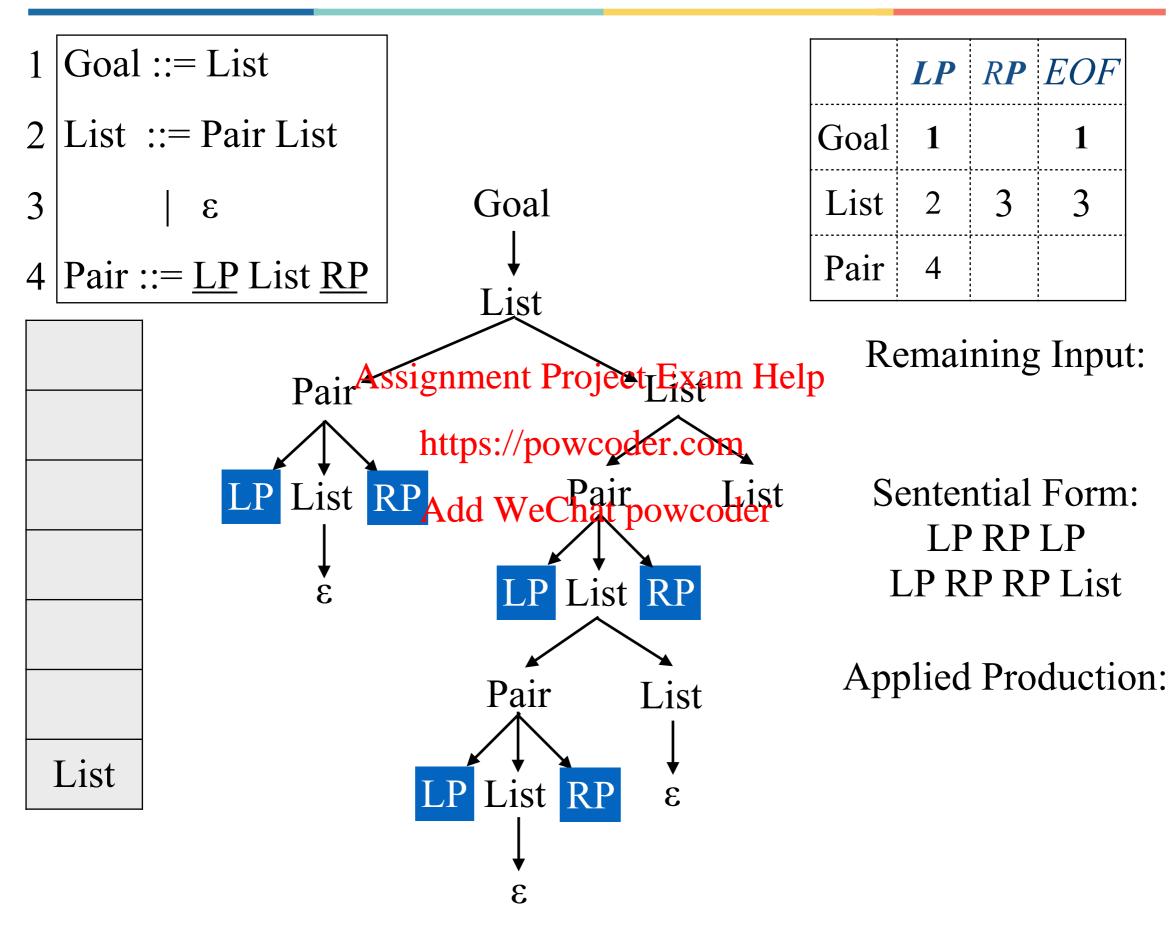
Sentential Form: LP RP LP LP RP List RP List

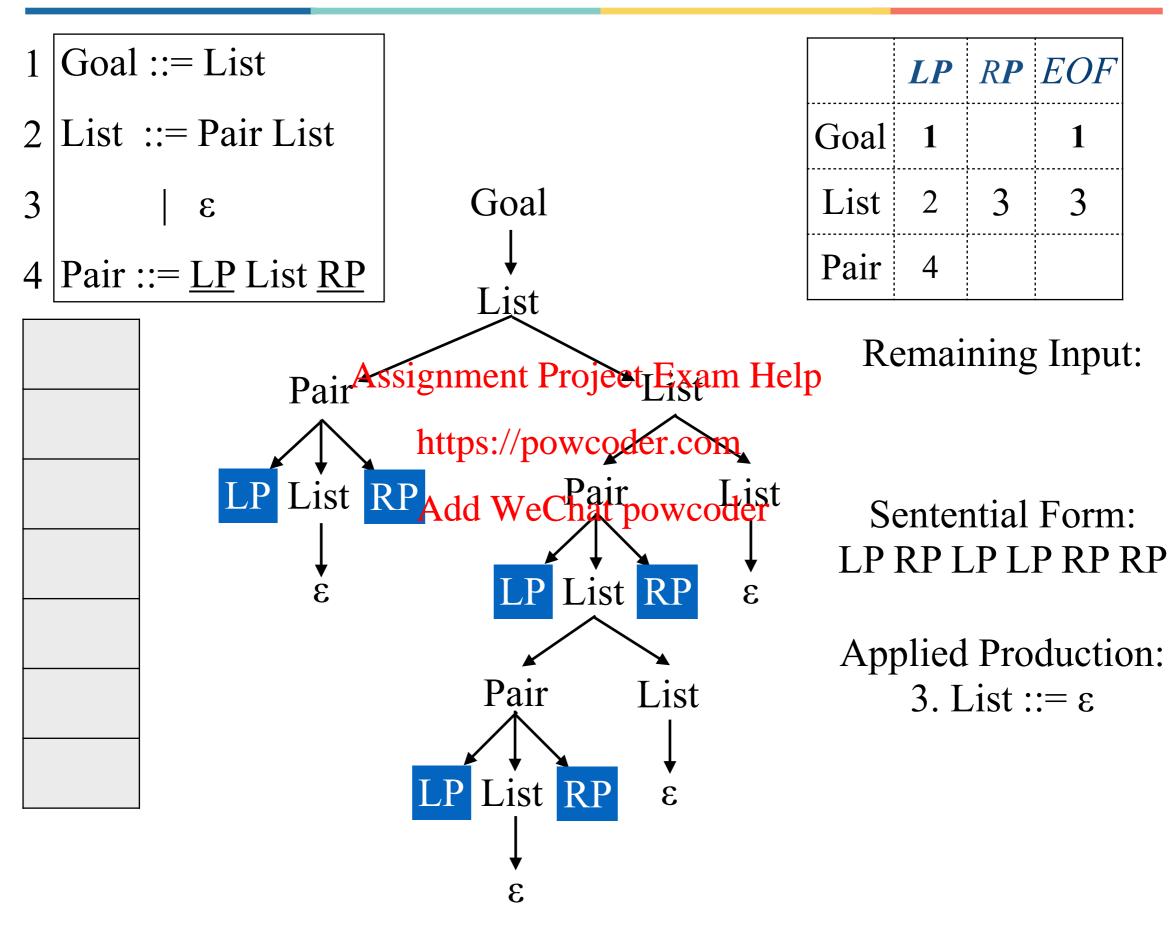
Applied Production:











Recursive Descent Parsing

Recursive descent parser for LL(1)

- Each **non-terminal** has an associated parsing procedure that can recognize any sequence of tokens generated by that **non-terminal**
- There is a main routine to initialize all globals (e.g:the *token variable* in previous code example) and call the start symbol. On return, check whether token==EOF, and whether errors occurred.

 Assignment Project Exam Help
- Within a parsing procedure, both **non-terminals** and **terminals** can be matched:
 - → Non-terminal A: call procedure for A weChat powcoder
 - → Token t: compare t with current input token; if matched, **consume input**, otherwise, ERROR
- Parsing procedure may contain code that performs some useful "computations" (syntax directed translation)

Recursive Descent Parsing (pseudo code)

	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

```
    1 Goal ::= List
    2 List ::= Pair List
    3 | ε
    4 Pair ::= <u>LP</u> List <u>RP</u>
```

Recursive Descent Parsing (pseudo code)

	LP	R P	EOF
Goal	1		1
List	2	3	3
Pair	4		

```
Goal ::= List
|List ::= Pair List
|Pair := \underline{LP} List \underline{RP}|
```

```
Assignment Project Exam. Help bool Pair(): {
bool List(): {
 switch token {
                          https://powcoderwitch token {
    case LP:
                                            case LP: token := next token();
               call Pair(); Add WeChat powcoder call List();
               call List();
                                                       if ( token \Longrightarrow RP ) {
               break;
                                                         token := next token();
    case RP:
                                                         return true;
    case EOF: return true;
                break;
                                                      else
    default: return false;
                                                         return false;
                                                      break;
 return true;
                                            default: return false;
```

Syntax Directed Translation

Examples:

- Interpreter
- Code generator
- Type checker
- Performance estimator

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Add WeChat powcoder

Use hand-written recursive descent LL(1) parser

	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error

```
bool expr( ) {
     switch token {
                        Assignment Project Exam Help
                     token := next \ token();
          case +:
                      expr( );https://powcoder.com
                      expr( ); break;
          case 0..9: digit(); Break; WeChat powcoder
bool digit() { // return value of constant
     switch token {
          case 1: token := next token(); break;
          case 2: token := next token(); break;
```

```
+ 0...9 other
< expr > rule 1 rule 2 error
< digit > error rule 3 error
```

call <expr>

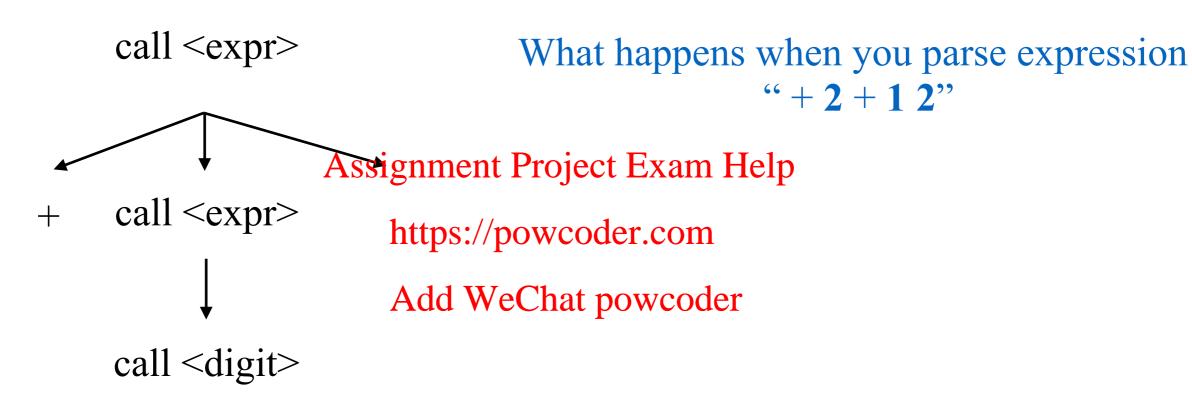
What happens when you parse expression "+2+12"

```
Assignment Projects Example 1p/ return value of the expression
    https://powcoder.com/itch token {
                                case +:
                                           token := next \ token();
     Add WeChat powcoder
                                            expr( );
                                            expr(); break;
                                case 0..9: digit(); break;
                      bool digit(): // return value of constant
                           switch token {
                                case 1: token := next token(); break;
                                case 2: token := next token(); break;
```

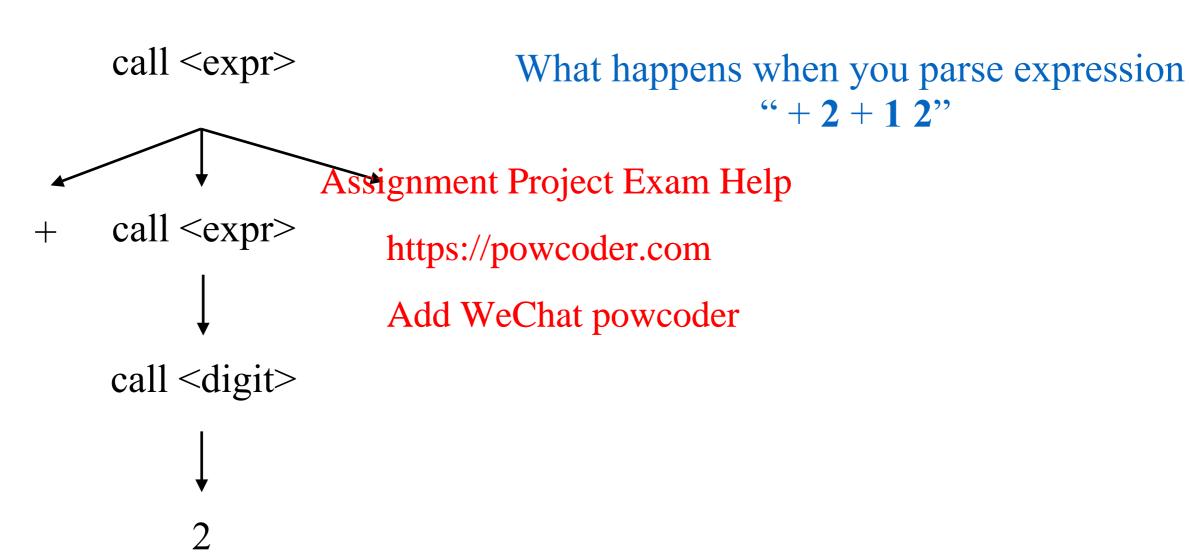
```
+ 0...9 other
< expr > rule 1 rule 2 error
< digit > error rule 3 error
```

```
call <expr>
                             What happens when you parse expression
                                               "+2+12"
               Assignment Projects Exlamp (1917) return value of the expression
call <expr>
                   https://powcoder.com/itch token {
                                              case +:
                                                        token := next \ token();
                    Add WeChat powcoder
                                                         expr( );
                                                         expr( ); break;
                                              case 0..9: digit(); break;
                                    bool digit(): // return value of constant
                                         switch token {
                                              case 1: token := next token(); break;
                                              case 2: token := next token(); break;
```

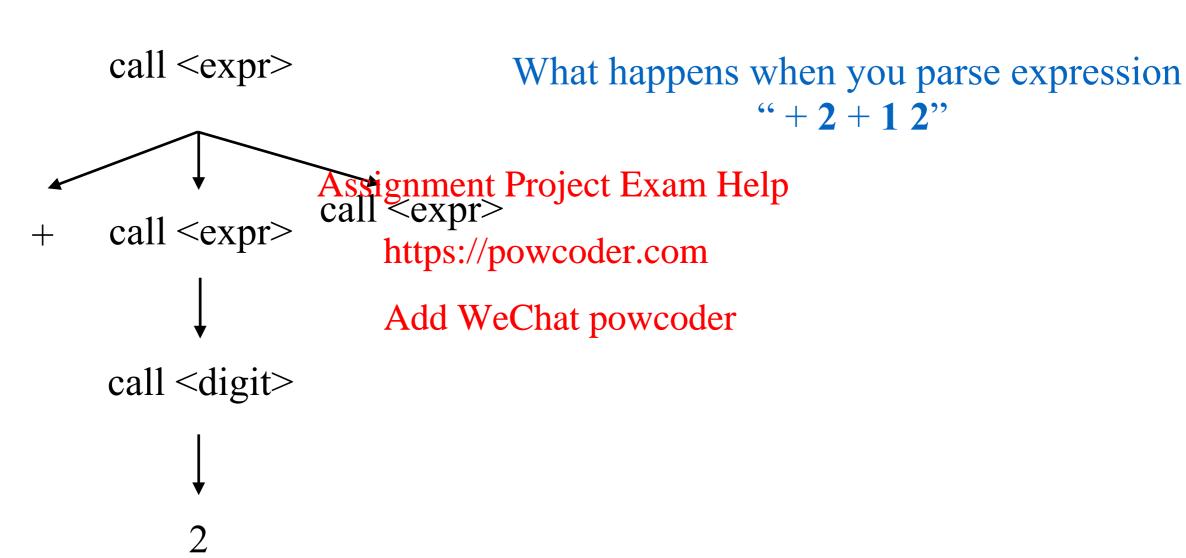
	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



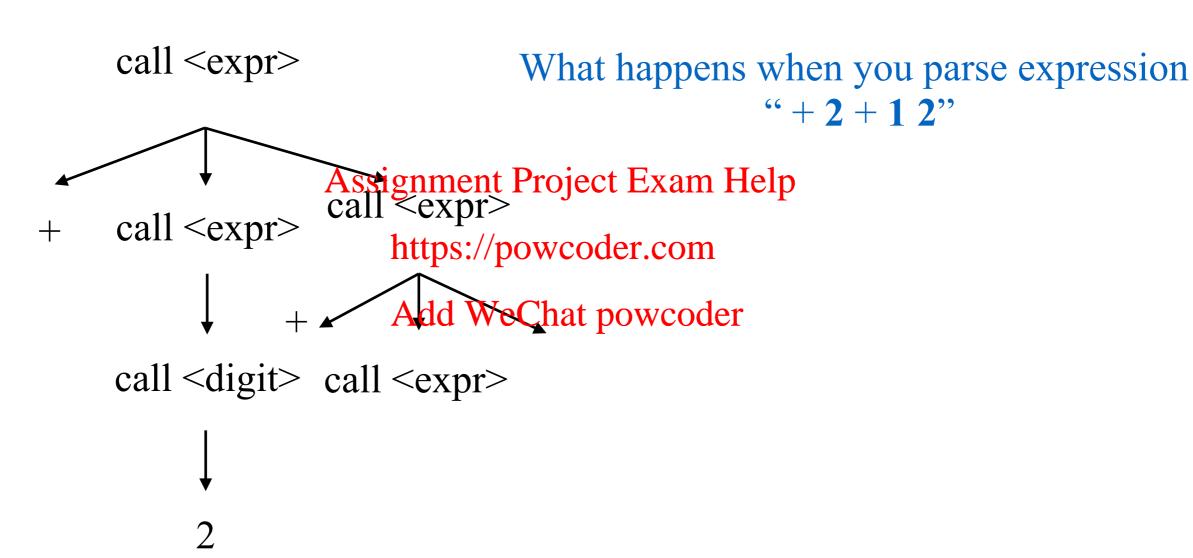
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< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



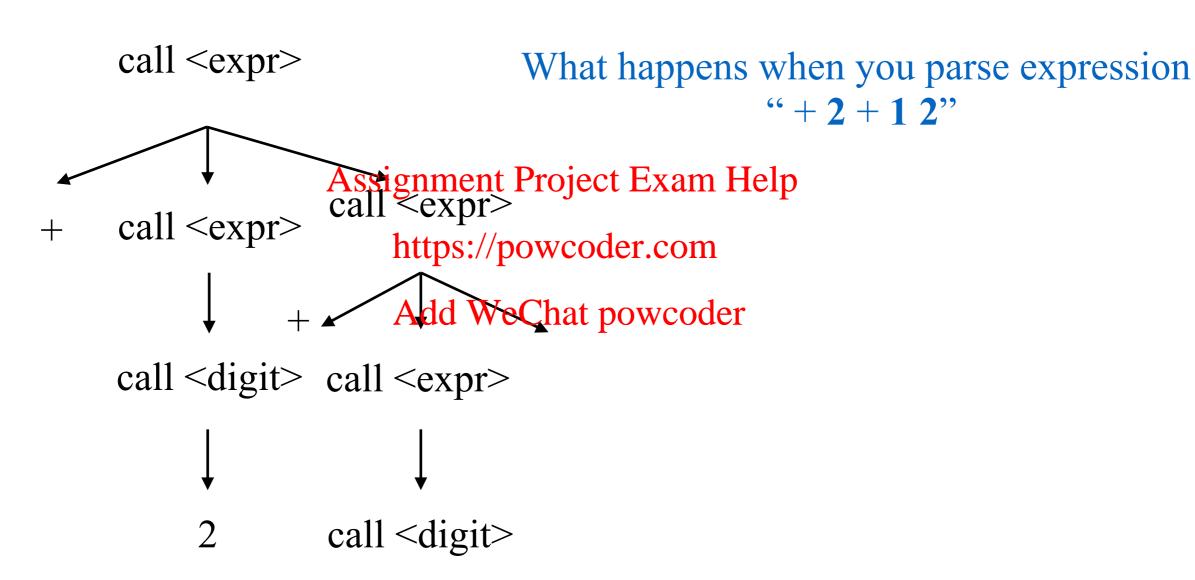
	+	09	other
< expr >	rule 1	rule 2	error
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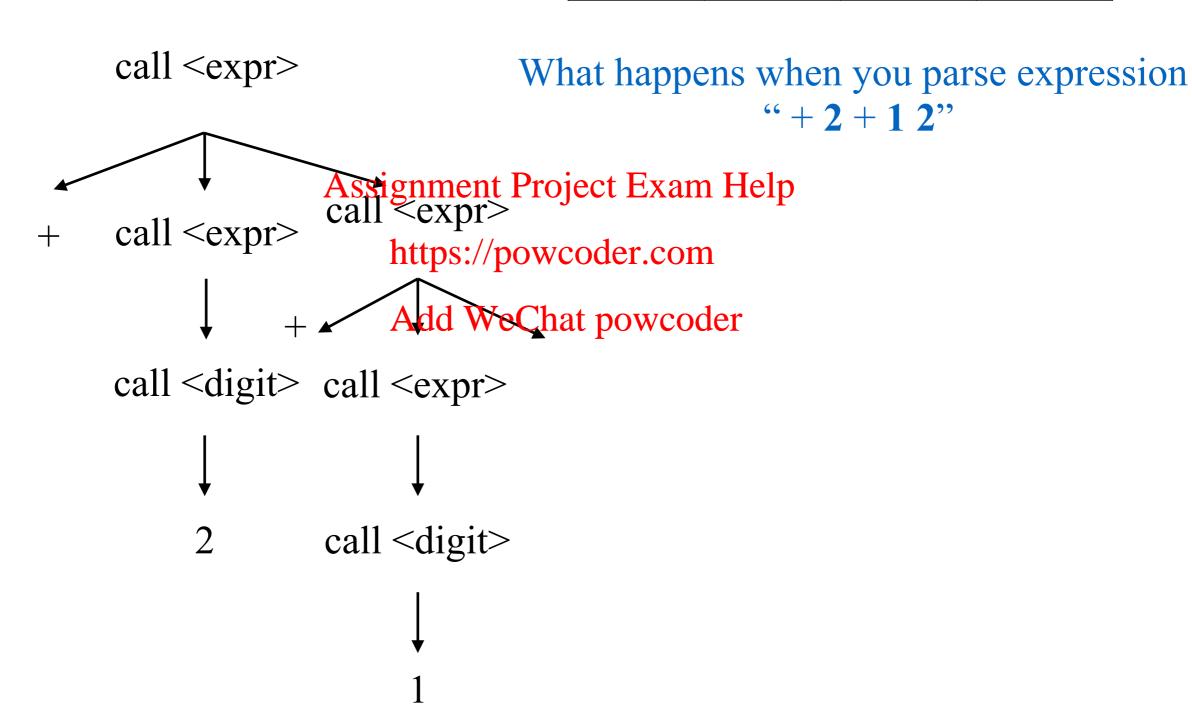
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< expr >	rule 1	rule 2	error
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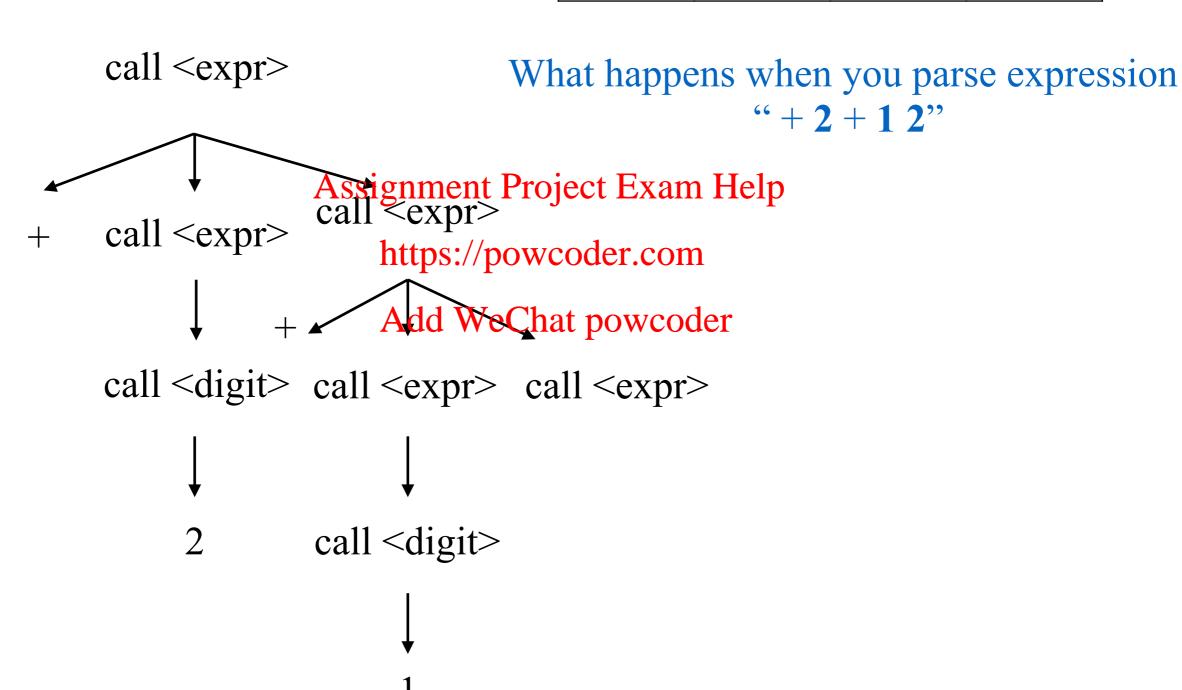
	+	09	other
< expr >	rule 1	rule 2	error
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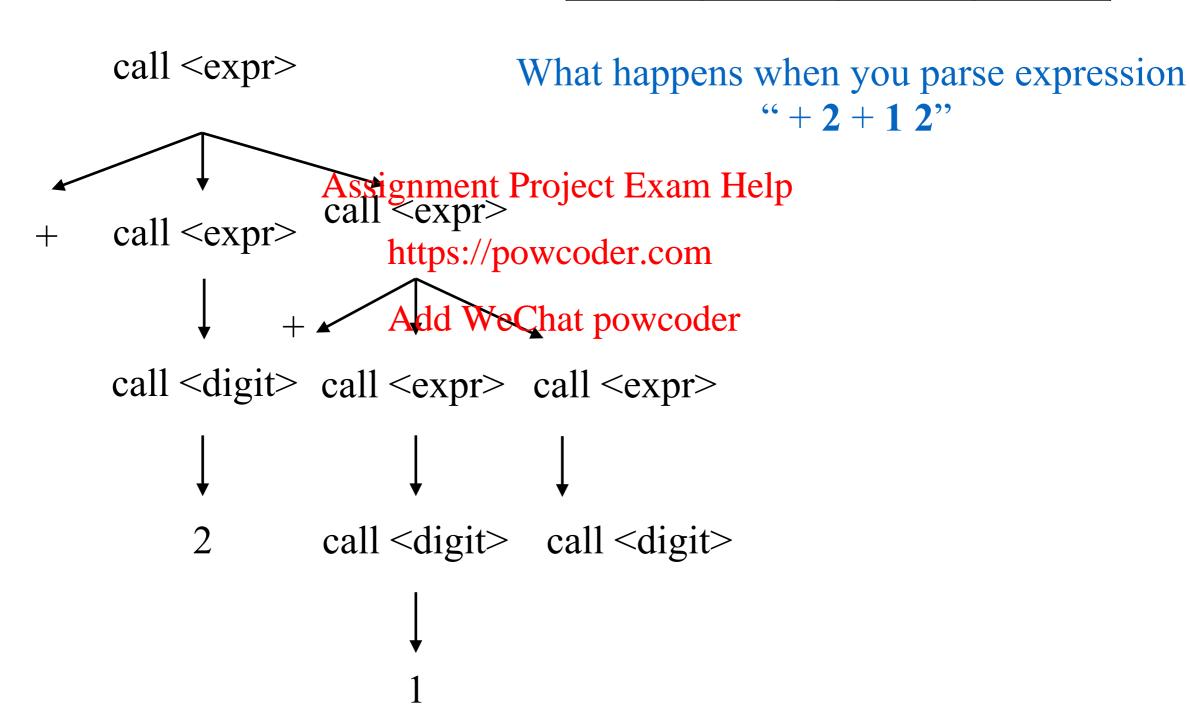
	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



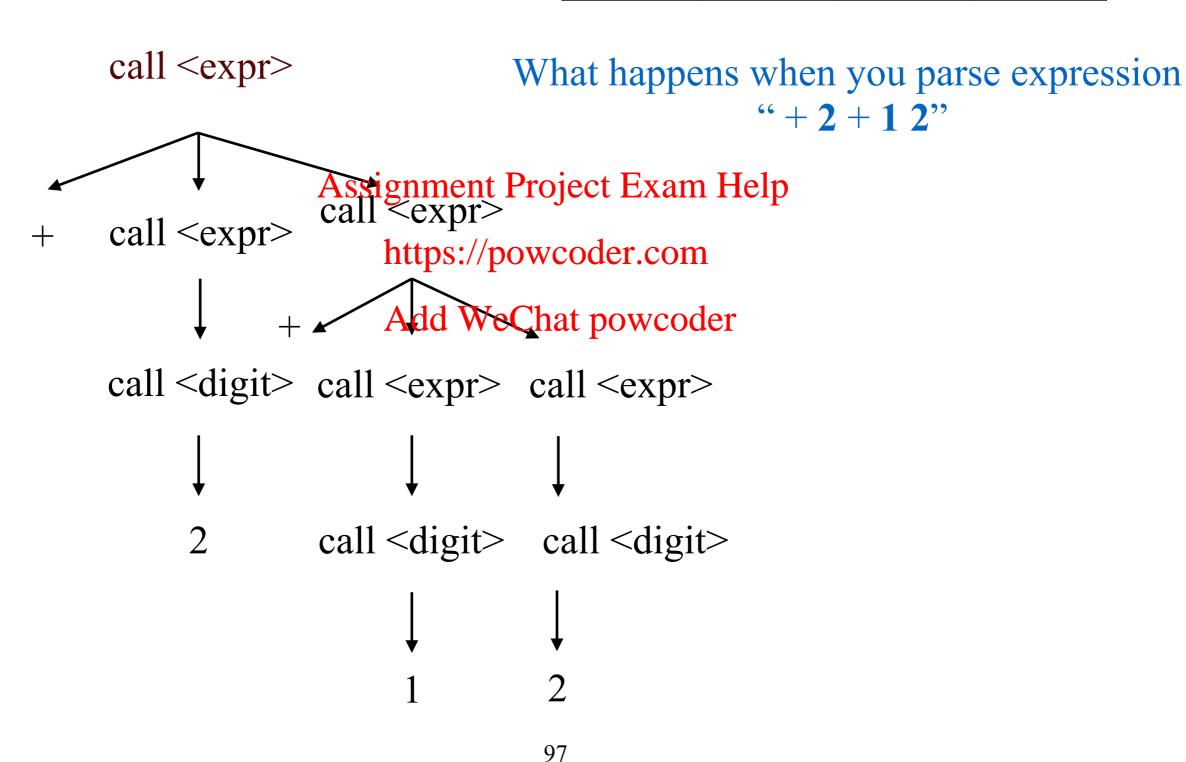
	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



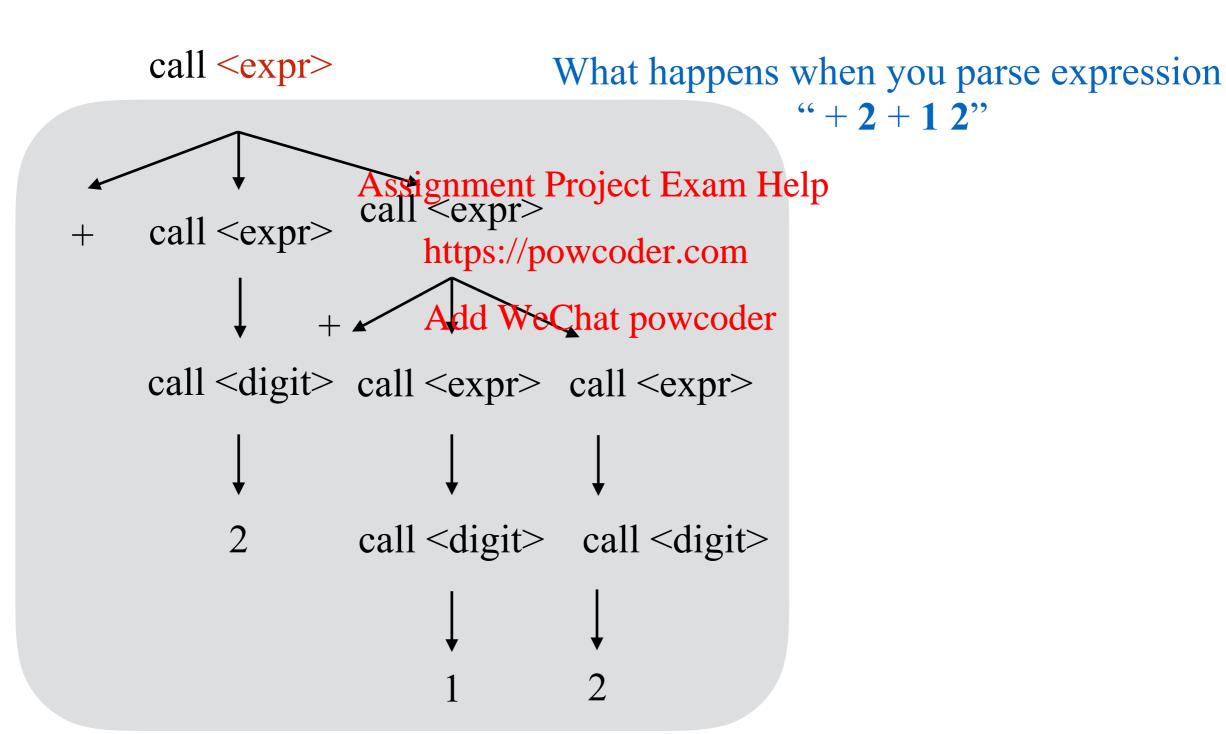
	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error

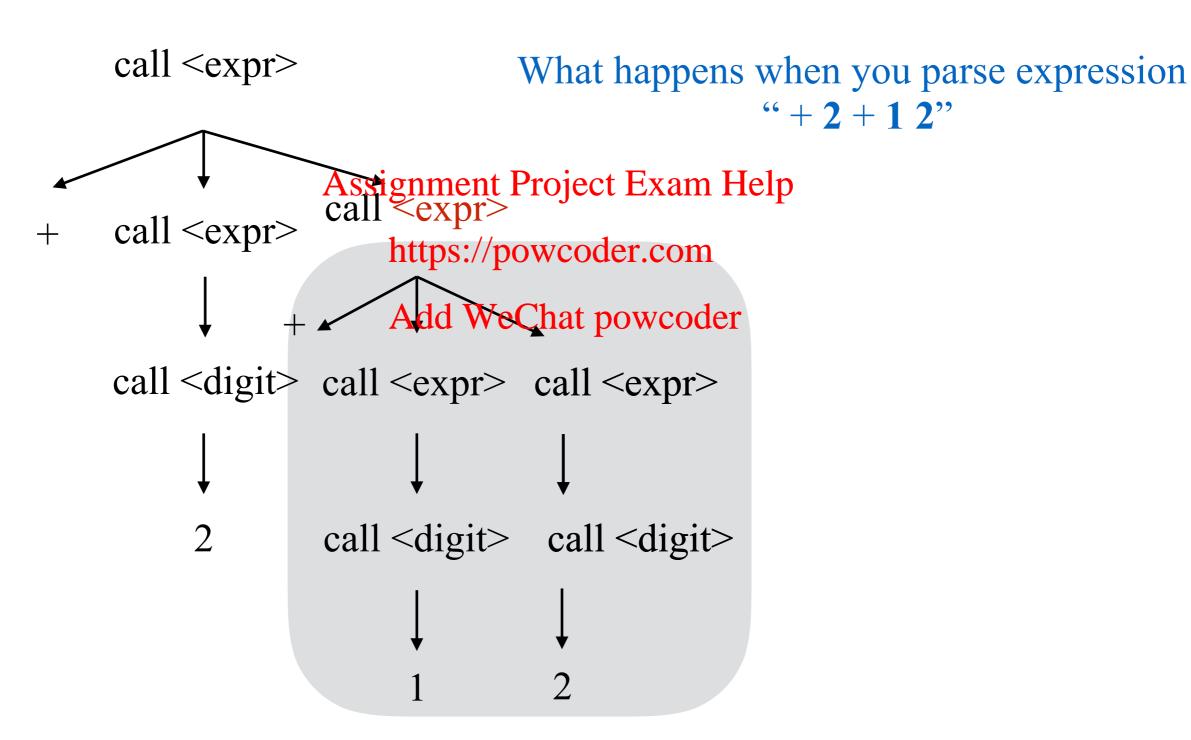


	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



1:<	expr > ::= + < expr > < expr >
2:	< digit >
3:<	digit $> ::= 0 1 2 3 9$

	+	09	other
< expr >	rule 1	rule 2	error
< digit >	error	rule 3	error



Next Lecture

Things to do:

- Start programming in C.
- Read Scott, Chapter 3.1 3.3; ALSU 7.1
- Read Scott, Chapter 8.1 8.2; ALSU 7.1 7.3 Assignment Project Exam Help

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