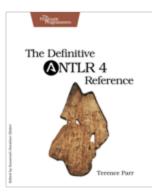
Introduction to ANTLR 4





The latest and last (sic!) revision

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Outline

- Introduction to parsing with ANTLR4
- Use case: Interpreter
- Use case: Code Generator
- The tiniest bit of theory: Adaptive LL(*)
- Comparing ANTLR4

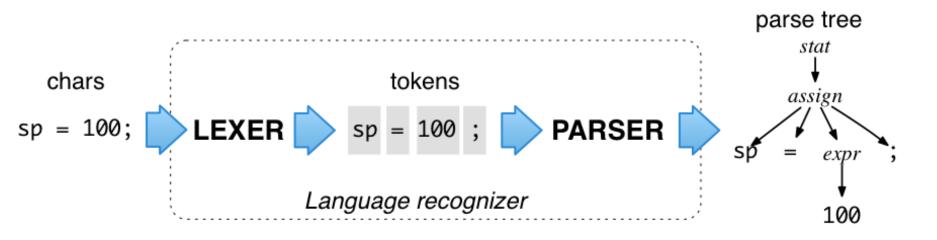
ANTLR 4: Management Summary

- Parser generator
- Language tool
- Design goals
 - ease-of-use over performance
 - simplicity over complexity
- Eats all context free grammars
 - with a small caveat

What does parsing with ANTLR4 mean?

Identify and reveal the implicit structure of an input in a parse tree

- Structure is described as a grammar
- Recognizer is divided into lexer and parser
- Parse tree can be auto generated



Practical example #1: An expression interpreter

Build an interpreter from scratch

- complete and working
- parses numerical expressions
- does the calculation

Lexical rule for integers

```
INT : ('0'...'9') + ;
```

- Rule for token INT
- Composed of digits 0 to 9
- At least one digit

Syntactic rule for expressions

- Three options
- Operator precedence by order of options
- Notice left recursion

```
grammar Expressions;
start : expr ;
expr : left=expr op=('*'|'/') right=expr #opExpr
     | left=expr op=('+'|'-') right=expr #opExpr
     | atom=INT #atomExpr
INT: ('0'..'9')+;
WS: [ t\r\n] + -> skip ;
```

Doing something based on input

Options for separation of actions from grammars in ANTLR4

- 1. Listeners (SAX style)
- 2. Visitors (DOM style)

Introducing Visitors

Yes, that well known pattern

- Actions are separated from the grammar
- Visitors actively control traversal of parse tree
 - if and
 - how
- Calls of visitor methods can return values

Visitor: actively visiting tree

```
int visitOpExpr(OpExprContext ctx) {
     int left = visit(ctx.left);
     int right = visit(ctx.right);
     switch (ctx.op) {
        case '*': return left * right;
        case '/': return left / right;
        case '+': return left + right;
        case '-': return left - right;
```

Visitor methods pseudo code

```
int visitStart(StartContext ctx) {
return visitChildren(ctx);
int visitAtomExpr(AtomExprContext ctx) {
return Integer.parseInt(ctx.atom.getText());
int visitOpExpr(OpExprContext ctx) {
// what we just saw
```

Live Demo

Practical example #2: Code generation from Java

Generate interface declarations for existing class definitions

- Adapted from ANTLR4 book
- Like a large scale refactoring or code generation
- Keep method signature exactly as it is
- Good news
 - You can use an existing Java grammar
 - You just have to figure out what is/are the rule(s) you are interested in: methodDeclaration

Doing something based on input

Options for separation of actions from grammars

- 1. Listeners (SAX style)
- 2. Visitors (DOM style)

Introducing listeners



Yes, that well known pattern (aka Observer)

- Automatic depth-first traversal of parse tree
- walker fires events that you can handle

Listener for method declaration, almost real code

```
void enterMethodDeclaration(
           MethodDeclarationContext ctx) {
  // gets me the text of all the tokens that have
  // been matched while parsing a
  // method declaration
  String fullSignature =
     parser.getTokenStream().getText(ctx);
  print(fullSignature + ";");
```

That's it!

(plus minor glue code)

Live Demo

ANTLR4 Adaptive LL(*) or ALL(*)

- Generates recursive descent parser
 - like what you would build by hand
- does dynamic grammar analysis while parsing
 - saves results like a JIT does
- allows for direct left recursion
 - indirect left recursion not supported
- parsing time typically near-linear

Comparing to ANTLR3

top-down SLL(*) parser with optional backtracking and memoization

- ANTLR4
 - can handler a larger set of grammars
 - supports lexer modes
- ANTLR3
 - relies on embedded actions
 - has tree parser and transformer
 - can't handle left recursive grammars

Comparision Summary

PEG / packrat

- can't do left recursion
- similar to ANTLR3 with backtracking
- error recovery or reporting hard

GLR

- bottom-up like yacc
- can do all grammars
- debugging on the declarative specification only

GLL

- top-down like ANTLR
- can do all grammars

Comparing to PEG / packrat

top-down parsing with backtracking and memoization

- Sometimes scanner-less
- also can not do left recursion
- Uses the first option that matches
- Error recovery and proper error reporting very hard
- ANTLR4 much more efficient

Comparing to GLR

a generalized LR parser

- does breadth-first search when there is a conflict in the LR table
- can deliver all possible derivation on ambiguous input
- debugging on the declarative specification
 - no need to debug state machine
- can do indirect left recursion

Comparing to GLL

a generalized LL parser

- mapping to recursive descent parser not obvious (not possible?)
- can do indirect left recursion

Wrap-Up

- ANTLR 4 is easy to use
- You can use listeners or visitors for actions
- ANTLR 4 helps you solve practical problems

Why is ANTLR4 called "Honey Badger"?

- The amimal "Honey Badger" is the most fearless animal of all
- ANTLR4 named after it
 - http://www.youtube.com/watch?v=4r7wHMg5Yjg
- It takes any grammar you give it. "It just doesn't give a damn."

Resources

- Terence Parr speaking about ANTLR4
 - http://vimeo.com/m/59285751
- ANTLR4-Website
 - http://www.antlr.org
- Book
 - http://pragprog.com/book/tpantlr2/the-definitive-antlr-4-reference
- ANTLRWorks
 - http://tunnelvisionlabs.
 com/products/demo/antlrworks
- Examples of this talk on github
 - https://github.com/DJCordhose/antlr4-sandbox

Questions / Discussion

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