Compiler Design

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Exercise

- **Example:** Devise predictive parsers and show the parsing tables (You may left-factor and/or eliminate left-recursion from your grammars first.)

```
S -> 0 S 1 | 0 1
```

- Left factoring

```
S -> 0 A
A -> S 1 | 1
```

nonterminal symbol	Enter symbol		
	0	1	$
S	S -> 0 A		
A	A -> 0 A 1	A -> 1	

Exercise

- **Example:** Devise predictive parsers and show the parsing tables (You may left-factor and/or eliminate left-recursion from your grammars first.)

```
S -> S (S) S | ε
```

- Eliminate left recursion

```
S -> A
A -> (S) S A | ε
```

nonterminal symbol	Enter symbol		
	(	)	$
S	S -> A	S -> A	S -> A
A	A -> (S) SA A -> e	A -> e	A -> e

Exercise

- **Example:**

```
S -> S S + | S S * | a
```

- Left factoring

```
S -> S S A | a
A -> + | *
```

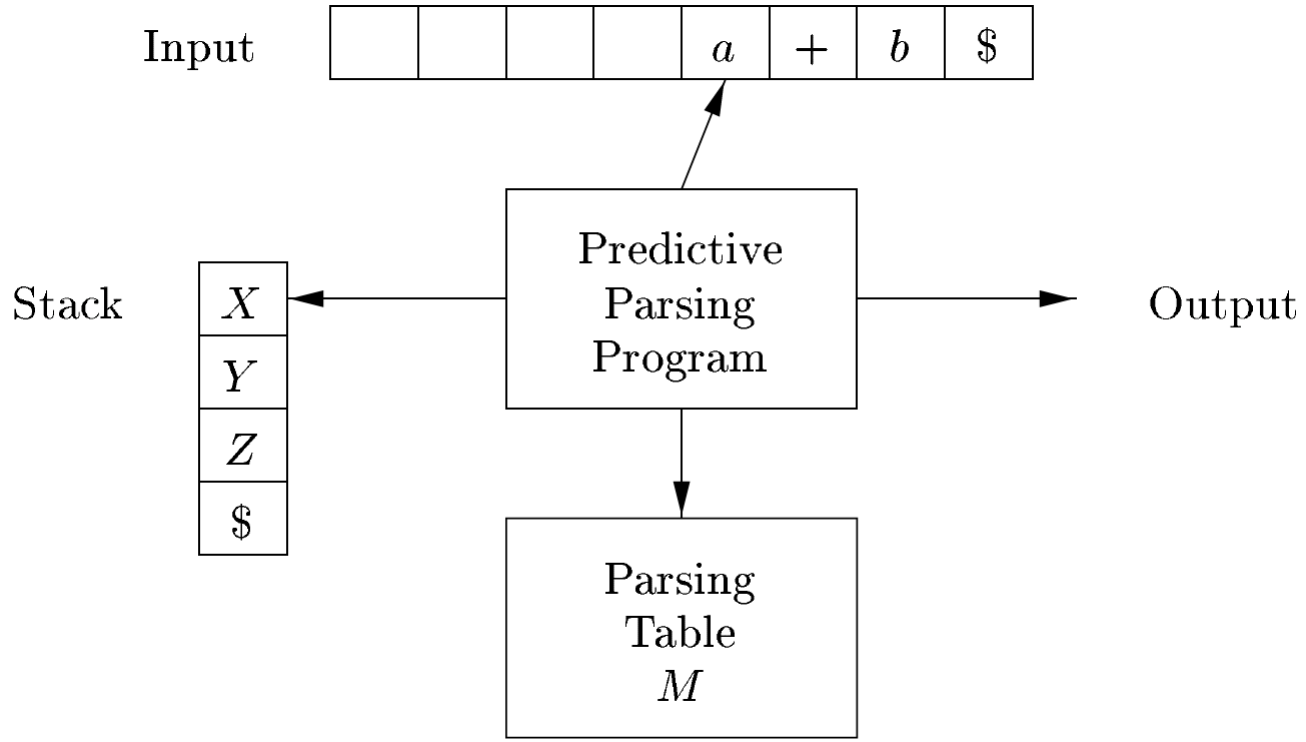
- Eliminate left recursion

```
S -> a B
B -> S A B | ε
A -> + | *
```

```
S -> a B
B -> a B A B | ε
A -> + | *
```

Nonrecursive Predictive Parsing

- A nonrecursive predictive parser can be built by maintaining a stack explicitly, rather than implicitly via recursive calls



Nonrecursive Predictive Parsing

- **Table-driven predictive parsing**
  - Initially, $w\$$ in the input buffer and the start symbol S of G on top of the stack, above \$

```
let a be the first symbol of w;
let X be the top stack symbol;
while ( X ≠ $ ) { /* stack is not empty */
        if ( X = a ) pop the stack and let a be the next symbol of w;
        else if ( X is a terminal ) error();
        else if ( M[X, a] is an error entry ) error();
        else if ( M[X, a] = X → Y1 Y2 ··· Yk ) {
                output the production X → Y1 Y2 ··· Yk;
                pop the stack;
                push Yk, Yk−1, . . . , Y1 onto the stack, with Y1 on top;
        }
        let X be the top stack symbol;
}
```

- **Example**

$$
\begin{array}{lcl}
E & \rightarrow & T\ E' \\
E' & \rightarrow & +\ T\ E' \mid \epsilon \\
T & \rightarrow & F\ T' \\
T' & \rightarrow & *\ F\ T' \mid \epsilon \\
F & \rightarrow & (\ E\ ) \mid \mathbf{id}
\end{array}
$$

MATCHED	STACK	INPUT	ACTION
	$E\$$	$\mathbf{id} + \mathbf{id} * \mathbf{id}\$$	
	$TE'\$$	$\mathbf{id} + \mathbf{id} * \mathbf{id}\$$	output $E \rightarrow TE'$
	$FT'E'\$$	$\mathbf{id} + \mathbf{id} * \mathbf{id}\$$	output $T \rightarrow FT'$
	$\mathbf{id}\ T'E'\$$	$\mathbf{id} + \mathbf{id} * \mathbf{id}\$$	output $F \rightarrow \mathbf{id}$
$\mathbf{id}$	$T'E'\$$	$+\ \mathbf{id} * \mathbf{id}\$$	match $\mathbf{id}$
$\mathbf{id}$	$E'\$$	$+\ \mathbf{id} * \mathbf{id}\$$	output $T' \rightarrow \epsilon$
$\mathbf{id}$	$+\ TE'\$$	$+\ \mathbf{id} * \mathbf{id}\$$	output $E' \rightarrow +\ TE'$
$\mathbf{id} +$	$TE'\$$	$\mathbf{id} * \mathbf{id}\$$	match $+$
$\mathbf{id} +$	$FT'E'\$$	$\mathbf{id} * \mathbf{id}\$$	output $T \rightarrow FT'$
$\mathbf{id} +$	$\mathbf{id}\ T'E'\$$	$\mathbf{id} * \mathbf{id}\$$	output $F \rightarrow \mathbf{id}$
$\mathbf{id} + \mathbf{id}$	$T'E'\$$	$*\ \mathbf{id}\$$	match $\mathbf{id}$
$\mathbf{id} + \mathbf{id}$	$*\ FT'E'\$$	$*\ \mathbf{id}\$$	output $T' \rightarrow *\ FT'$
$\mathbf{id} + \mathbf{id} *$	$FT'E'\$$	$\mathbf{id}\$$	match $*$
$\mathbf{id} + \mathbf{id} *$	$\mathbf{id}\ T'E'\$$	$\mathbf{id}\$$	output $F \rightarrow \mathbf{id}$
$\mathbf{id} + \mathbf{id} * \mathbf{id}$	$T'E'\$$	$\$$	match $\mathbf{id}$
$\mathbf{id} + \mathbf{id} * \mathbf{id}$	$E'\$$	$\$$	output $T' \rightarrow \epsilon$
$\mathbf{id} + \mathbf{id} * \mathbf{id}$	$\$$	$\$$	output $E' \rightarrow \epsilon$

Error Recovery in Predictive Parsing

- An error is detected during predictive parsing when
  1. The terminal on top of the stack does not match the next input symbol
  2. Nonterminal A is on top of the stack, a is the next input symbol, and $M[A, a]$ is error (i.e., the parsing-table entry is empty)

- **Panic Mode**
  - ***Panic-mode error recovery*** is based on the idea of skipping over symbols on the input until a token in a selected set of **synchronizing tokens** appears
  - Its effectiveness depends on the choice of synchronizing set