

# CSCI312 Principles of Programming Languages

LL Parsing

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Derived from Keith Cooper's *COMP 412* at Rice University

# Quiz

Are these two grammars can be parsed by LL(1) parser?

(1)  $A \rightarrow aB \mid bC \mid C$

$B \rightarrow b$

$C \rightarrow a$

(2)  $A \rightarrow aAb \mid Ab \mid b$

# Outline

See more general problems in a top down parser

Backtracking — select appropriate productions

Left recursion — revise grammars

Predictive parsing — more than recursive descent

Table-driven parsing

# Remember the expression grammar?

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We will call this version "the classic expression grammar"

— from previous lecture

0	Goal	→	Expr
1	Expr	→	Expr + Term
2			Expr - Term
3			Term
4	Term	→	Term * Factor
5			Term / Factor
6			Factor
7	Factor	→	( Expr )
8			number
9			id

And the input  $x - 2 * y$

# Example

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Let's try  $\underline{x} - \underline{z} * \underline{y}$ :

Goal

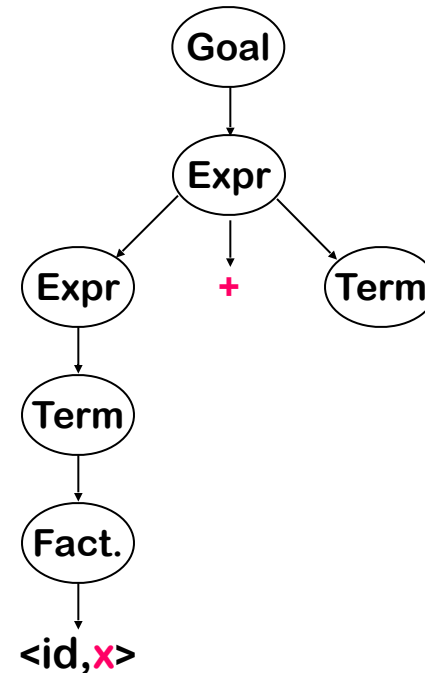
Rule	Sentential Form	Input
—	Goal	$\uparrow \underline{x} - \underline{z} * \underline{y}$

$\uparrow$  is the position in the input buffer

# Example

Let's try  $x - z * y$  :

Rule	Sentential Form	Input
—	Goal	$\uparrow x - z * y$
0	Expr	$\uparrow x - z * y$
1	Expr + Term	$\uparrow x - z * y$
3	Term + Term	$\uparrow x - z * y$
6	Factor + Term	$\uparrow x - z * y$
9	$\langle \text{id}, x \rangle + \text{Term}$	$\uparrow x - z * y$
→	$\langle \text{id}, x \rangle + \text{Term}$	$x \uparrow - z * y$



This worked well, except that "-" doesn't match "+"

The parser must backtrack to here

↑ is the position in the input buffer

# Why this parser incurs backtracking?

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- » Select a wrong production
  - » multiple choices
  - » no hint to select the correct one

0	Goal	→	Expr
1	Expr	→	Expr + Term
2			Expr - Term
3			Term
4	Term	→	Term * Factor
5			Term / Factor
6			Factor
7	Factor	→	( Expr )
8			number
9			id

# Left recursion

Other choices for expansion are possible

Rule	Sentential Form	Input
—	Goal	$\uparrow x - z * y$
0	Expr	$\uparrow x - z * y$
1	Expr + Term	$\uparrow x - z * y$
1	Expr + Term + Term	$\uparrow x - z * y$
1	Expr + Term + Term + Term	$\uparrow x - z * y$
1	And so on ...	$\uparrow x - z * y$

Consumes no input!

This expansion doesn't terminate

- Wrong choice of expansion leads to non-termination
- Non-termination is a bad property for a parser to have
- Parser must make the right choice



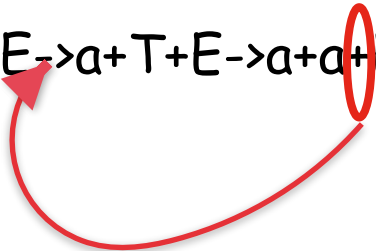
## Why right recursion works fine?

1.  $E \rightarrow T + E \mid T$

2.  $T \rightarrow a$

Derive:  $a+a$

$E \rightarrow T + E \rightarrow a + E \rightarrow a + T + E \rightarrow a + a + E$



# Predictive Parsing

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## Basic idea

Given  $A \rightarrow \alpha \mid \beta$ , the parser should be able to choose between  $\alpha$  &  $\beta$

## FIRST sets

For some rhs  $\alpha \in G$ , define  $\text{FIRST}(\alpha)$  as the set of tokens that appear as the first symbol in some string that derives from  $\alpha$

That is,  $\underline{x} \in \text{FIRST}(\alpha)$  iff  $\alpha \Rightarrow^* \underline{x} \gamma$ , for some  $\gamma$

## The LL(1) Property

If  $A \rightarrow \alpha$  and  $A \rightarrow \beta$  both appear in the grammar, we would like

$$\text{FIRST}(\alpha) \cap \text{FIRST}(\beta) = \emptyset$$

This would allow the parser to make a correct choice with a lookahead of exactly one symbol !



This is almost correct

# Building Top-down Parsers for LL(1) Grammars


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Given an LL(1) grammar, and its FIRST & FOLLOW sets ...

- Emit a routine for each non-terminal
  - Nest of if-then-else statements to check alternate rhs's
  - Each returns true on success and throws an error on false
  - Simple, working (perhaps ugly) code
- This automatically constructs a recursive-descent parser

Improving matters

- Nest of if-then-else statements may be slow
  - Good case statement implementation would be better
- What about a table to encode the options?
  - Interpret the table with a skeleton, as we did in scanning



I don't know of a  
system that does this

...

# Building Top-down Parsers

## Strategy

- Encode knowledge in a table
- Use a standard "skeleton" parser to interpret the table

## Example

- The non-terminal Factor has 3 expansions
  - ( Expr ) or Identifier or Number
- Table might look like:

0	Goal	→	Expr
1	Expr	→	Term Expr'
2	Expr'	→	+ Term Expr'
3			- Term Expr'
4			ε
5	Term	→	Factor Term'
6	Term'	→	* Factor Term'
7			/ Factor Term'
8			ε
9	Factor	→	<u>number</u>
10			<u>id</u>
11			( Expr )

	Terminal Symbols									
	+	-	*	/	Id.	Num.	(	)	EOF	
Non-terminal Symbols	<u>Factor</u>	—	—	—	—	10	9	11	—	—

Cannot expand Factor into an operator ⇒ error

Expand Factor by rule 9 with input "number"

# Building Top-down Parsers

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Building the complete table

- Need a row for every NT & a column for every T

# LL(1) Expression Parsing Table

	+	-	*	/	Id	Num	(	)	EOF
Goal	—	—	—	—	0	0	0	—	—
Expr	—	—	—	—	1	1	1	—	—
Expr'	2	3	—	—	—	—	—	4	4
Term	—	—	—	—	5	5	5	—	—
Term'	8	8	6	7	—	—	—	8	8
Factor	—	—	—	—	10	9	11	—	—

Row we built earlier

# Building Top-down Parsers

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Building the complete table

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

# LL(1) Skeleton Parser

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```
word ← NextWord()           // Initial conditions, including
push EOF onto Stack         // a stack to track local goals
push the start symbol, S, onto Stack
TOS ← top of Stack

loop forever
  if TOS = EOF and word = EOF then
    break & report success // exit on success
  else if TOS is a terminal then
    if TOS matches word then
      pop Stack              // recognized TOS
      word ← NextWord()
    else report error looking for TOS // error exit
  else                       // TOS is a non-terminal
    if TABLE[TOS,word] is  $A \rightarrow B_1 B_2 \dots B_k$  then
      pop Stack              // get rid of A
      push  $B_k, B_{k-1}, \dots, B_1$  // in that order
    else break & report error expanding TOS
TOS ← top of Stack
```



# Building Top-down Parsers

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## Building the complete table

- Need a row for every NT & a column for every T
- Need a table-driven interpreter for the table
- Need an algorithm to build the table

## Filling in $TABLE[X,y]$ , $X \in NT$ , $y \in T$

1. entry is the rule  $X \rightarrow \beta$ , if  $y \in FIRST^+(X \rightarrow \beta)$ 
  - entry is **error** if rule **1** does not define

If any entry has more than one rule,  $G$  is not LL(1)

We call this algorithm the LL(1) table construction algorithm

# LL and LR Parsers

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