

CSE 401/M501 – Compilers

LL and Recursive-Descent Parsing

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Administrivia

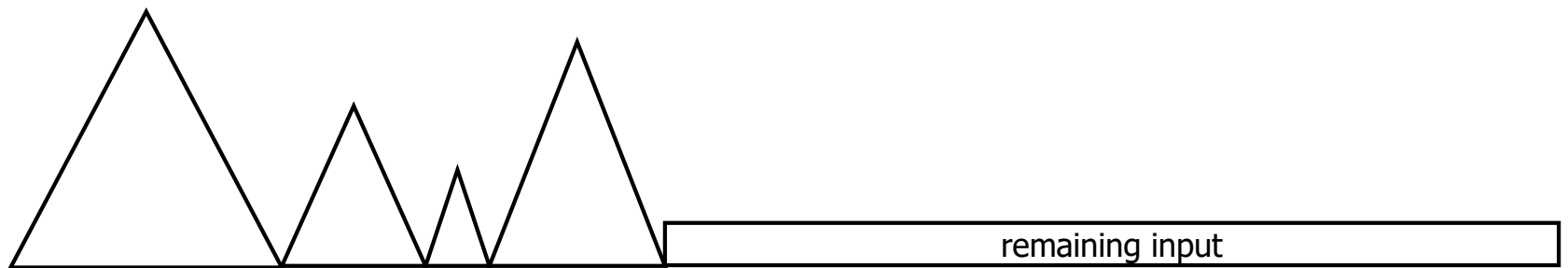
- HW2 (LR parsing) due Thursday (tomorrow) night
- Parser/AST project part due a week later Thur. 10/24
 - Details, overview, tools, etc. in sections tomorrow
- Mini-HW3 out tomorrow night, due **Monday** 10/28
 - Questions on LL grammars
 - **Only one late day allowed** on this so we can hand out solutions in time for midterm on Fri. 11/1
- Sections this week: Parser/AST project demo, LL grammars, and any last-minute FIRST/FOLLOW questions
 - More on LL grammars and hw3 next week
- Topic lists and old exams on web now for studying
 - (use the new “exams” link on the resources page to access)

Agenda

- Top-Down Parsing
- Predictive Parsers
- LL(k) Grammars
- Recursive Descent
- Grammar Hacking
 - Left recursion removal
 - Left factoring

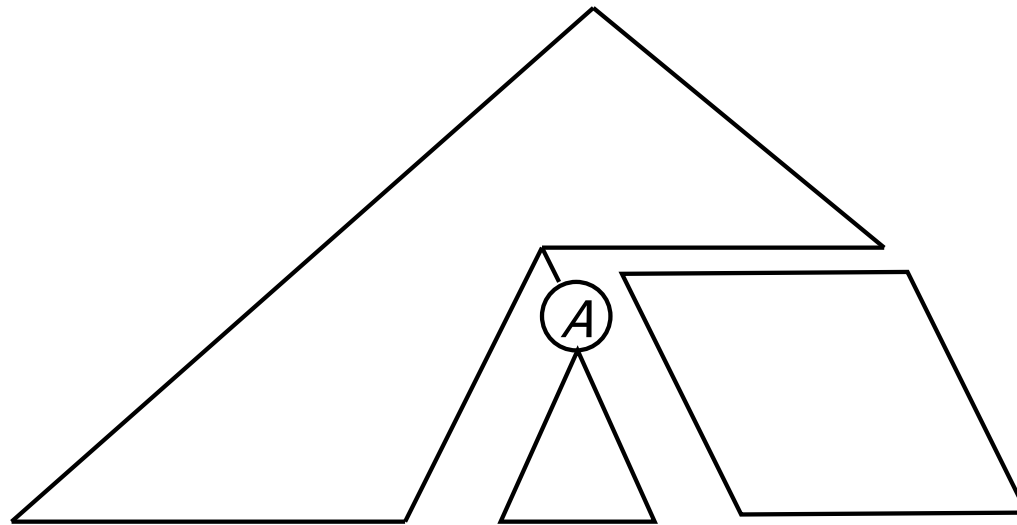
Basic Parsing Strategies (1)

- Bottom-up
 - Build up tree from leaves
 - Shift next input or reduce a handle
 - Accept when all input read and reduced to start symbol of the grammar
 - LR(k) and subsets (SLR, LALR(k), ...)



Basic Parsing Strategies (2)

- Top-Down
 - Begin at root with start symbol of grammar
 - Repeatedly pick a non-terminal and expand
 - Success when expanded tree matches input
 - LL(k)



Top-Down Parsing

- Situation: have completed part of a left-most derivation

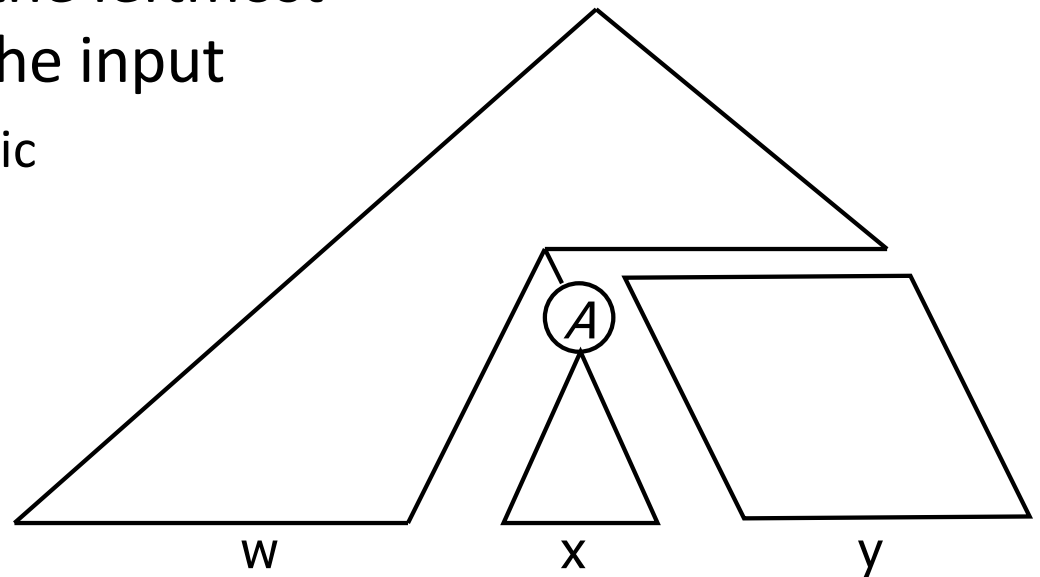
$$S \Rightarrow^* wA\alpha \Rightarrow^* wxy$$

- Basic Step: Pick some production

$$A ::= \beta_1 \beta_2 \dots \beta_n$$

that will properly expand the leftmost non-terminal A to match the input

- Want this to be deterministic (i.e., no backtracking)



Predictive Parsing

- If we are located at some non-terminal A , and there are two or more possible productions for A

$A ::= \alpha$

$A ::= \beta$

we want to make the correct choice by looking at just the next input symbol

- If we can do this, we can build a *predictive parser* that can perform a top-down parse without backtracking

Example

- Programming language grammars are often suitable for predictive parsing
- Typical example

$stmt ::= id = exp ; \mid \text{return } exp ;$
 $\mid \text{if } (exp) stmt \mid \text{while } (exp) stmt$

If the next part of the input begins with the tokens

IF LPAREN ID(x) ...

we should expand *stmt* to an if-statement

LL(1) Property

- A grammar has the LL(1) property if, for all non-terminals A , if productions $A ::= \alpha$ and $A ::= \beta$ both appear in the grammar, then it is true that

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

(Provided that neither α or β is ϵ (i.e., empty). If either one is ϵ then we need to look at FOLLOW sets. ...)

- If a grammar has the LL(1) property, we can build a predictive parser for it that uses 1 symbol lookahead

LL(k) Parsers

- An LL(k) parser
 - Scans the input **L**eft to right
 - Constructs a **L**eftmost derivation
 - Looking ahead at most **k** symbols
- 1-symbol lookahead is enough for many practical programming language grammars
 - LL(k) for $k > 1$ is rare in practice
 - and even if the grammar isn't quite LL(1), it may be close enough that we can pretend it is LL(1) and cheat a little where it's not

Table-Driven LL(k) Parsers

- As with LR(k), a table-driven parser can be constructed from the grammar
- Super-simple example
 1. $S ::= (S) S$
 2. $S ::= [S] S$
 3. $S ::= \epsilon$
- Table (one row per non-terminal showing which production to apply given the next input symbol)

	()	[]	\$
S	1	3	2	3	3

LL vs LR (1)

- Tools can automatically generate parsers for both LL(1) and LR(1) grammars
- LL(1) has to make a decision based on a single non-terminal and the next input symbol
- LR(1) can base the decision on the entire left context (i.e., contents of the stack) as well as the next input symbol

LL vs LR (2)

- ∴ LR(1) is more powerful than LL(1)
 - Includes a larger set of languages
- ∴ (editorial opinion) If you're going to use a tool-generated parser, might as well use LR
 - But there are some very good LL parser tools out there (ANTLR, JavaCC, ...) that might win for other reasons (documentation, IDE support, integrated AST generation, local culture/politics/economics, etc.)

Recursive-Descent Parsers

- One big advantage of top-down parsing is that it is easy to implement by hand
 - And even if you use automatic tools, generated source code may be easier to follow and debug
- Key idea: write one procedure (function, method) corresponding to each major non-terminal in the grammar
 - Each of these methods is responsible for matching its non-terminal with the next part of the input

Example: Statements

Grammar production

```
stmt ::= id = exp ;  
        | return exp ;  
        | if ( exp ) stmt  
        | while ( exp ) stmt
```

Method for this production

```
// parse stmt ::= id=exp; | ...  
void stmt( ) {  
    switch(nextToken) {  
        RETURN: returnStmt(); break;  
        IF: ifStmt(); break;  
        WHILE: whileStmt(); break;  
        ID: assignStmt(); break;  
    }  
}
```

Example (more statements)

```
// parse while (exp) stmt
void whileStmt() {
    // skip "while" "("
    getNextToken();
    getNextToken();

    // parse condition
    exp();

    // skip ")"
    getNextToken();

    // parse stmt
    stmt();
}
```

```
// parse return exp ;
void returnStmt() {
    // skip "return"
    getNextToken();

    // parse expression
    exp();

    // skip ";"
    getNextToken();
}
```

Recursive-Descent Recognizer

- Easy!
- Pattern of method calls traces leftmost derivation in parse tree
- Examples here only handle valid programs and choke on errors. Real parsers need:
 - Better error recovery (don't get stuck on a bad token)
 - Often: skip input until something in the FOLLOW set of the nonterminal being expanded is reached
 - Semantic checks (declarations, type checking, ...)
 - Some sort of processing after recognizing (build AST, generate code, immediate evaluation [interpreter], ...)

Invariant for Parser Functions

- The parser functions need to agree on where they are in the input
- Useful invariant: When a parser function is called, the current token (next unprocessed piece of the input) is the token that begins the expanded non-terminal being parsed
 - Corollary: when a parser function is done, it must have completely consumed the input correspond to that non-terminal

Possible Problems

- Two common problems for recursive-descent (and LL(1)) parsers
 - Left recursion (e.g., $E ::= E + T \mid \dots$)
 - Common prefixes on the right side of productions

Left Recursion Problem

Grammar rule

$expr ::= expr + term$
 $\quad | term$

Code

```
// parse expr ::= ...  
void expr() {  
    expr();  
    if (current token is PLUS) {  
        getNextToken();  
        term();  
    }  
}
```

And the bug is????

Left Recursion Problem

- If we code up a left-recursive rule as-is, we get an infinite recursion
- Non-solution: replace with a right-recursive rule

$$expr ::= term + expr \mid term$$

– Why isn't this the right thing to do?

Formal Left Recursion Solution

- Rewrite using right recursion and a new non-terminal
- Original: $expr ::= expr + term \mid term$
- New:

$expr ::= term \text{exprtail}$

$\text{exprtail} ::= + term \text{exprtail} \mid \epsilon$

- Properties
 - No infinite recursion if coded up directly
 - Maintains required left associativity (*if* you handle things correctly in the semantic actions)

Another Way to Look at This

- Observe that

$expr ::= expr + term \mid term$

generates the sequence

$(\dots((term + term) + term) + \dots) + term$

- We can sugar the original rule to reflect this

$expr ::= term \{ + term \}^*$

- This leads directly to recursive-descent parser code
 - Just be sure to do the correct thing to handle associativity as the terms are parsed

Code for Expressions (1)

```
// parse
//  expr ::= term { + term }*
void expr() {
    term();
    while (next symbol is PLUS) {
        getNextToken();
        term();
    }
}
```

```
// parse
//  term ::= factor { * factor }*
void term() {
    factor();
    while (next symbol is TIMES) {
        getNextToken();
        factor();
    }
}
```

Code for Expressions (2)

```
// parse
// factor ::= int | id | ( expr )
void factor() {

    switch(nextToken) {

        case INT:
            process int constant;
            getNextToken();
            break;
        ...

        case ID:
            process identifier;
            getNextToken();
            break;

        case LPAREN:
            getNextToken();
            expr();
            getNextToken();

    }

}
```

What About Indirect Left Recursion?

- A grammar might have a derivation that leads to a left recursion

$$A \Rightarrow \beta_1 \Rightarrow^* \beta_n \Rightarrow A \gamma$$

- Solution: transform the grammar to one where all productions are either

$A ::= a\alpha$ – i.e., starts with a terminal symbol, or

$A ::= A\alpha$ – i.e., direct left recursion

then use formal left-recursion removal to eliminate all direct left recursions

Eliminating Indirect Left Recursion (1)

- Basic idea: Rewrite all productions $A ::= B...$ where A and B are different non-terminals by using all $B ::= ...$ productions to create new productions replacing the original B that begins the rhs
- Example:
 - Suppose we have $A ::= B\delta$, $B ::= \alpha$, and $B ::= \beta$
 - Replace $A ::= B\delta$ with $A ::= \alpha\delta$ and $A ::= \beta\delta$
 - Continue to process all other non-terminals

Eliminating Indirect Left Recursion (2)

- Need to do this carefully to avoid re-introducing indirect left recursion
- Idea: pick an order to process the non-terminals. Not complicated, just be systematic and careful.
 - Details in compiler or formal-language textbooks
 - *Engineering a Compiler* (textbook) sec. 3.3.1
 - Also covers left factoring (next slides)

Second Problem: Left Factoring

- If two rules for a non-terminal have right hand sides that begin with the same symbol, we can't predict which one to use
- Formal solution: Factor the common prefix into a separate production

Left Factoring Example

- Original grammar

$$\begin{aligned} \textit{ifStmt} ::= & \textit{if} (\textit{expr}) \textit{stmt} \\ & | \textit{if} (\textit{expr}) \textit{stmt} \textit{ else stmt} \end{aligned}$$

- Factored grammar

$$\begin{aligned} \textit{ifStmt} ::= & \textit{if} (\textit{expr}) \textit{stmt} \textit{ ifTail} \\ \textit{ifTail} ::= & \textit{else stmt} \mid \varepsilon \end{aligned}$$

Parsing if Statements

- But it's easiest to just code up the “else matches closest if” rule directly
- (If you squint properly this is really just left factoring where the two productions are parsed by a single routine)

```
// parse
//   if (expr) stmt [ else stmt ]
void ifStmt() {
    getNextToken();           // if
    getNextToken();           // (
    expr();
    getNextToken();           // )
    stmt();
    if (next symbol is ELSE) {
        getNextToken();       // else
        stmt();
    }
}
```

Another Lookahead Problem

- In languages like FORTRAN, parentheses are used for both array subscripts and function calls
- A FORTRAN grammar includes something like
$$\textit{factor} ::= \textit{id} (\textit{subscripts}) \mid \textit{id} (\textit{arguments}) \mid \dots$$
- When the parser sees “*id* (”, how can it decide whether this begins an array element reference or a function call?

Two Ways to Handle *id* (...)

- Use the type of *id* to decide
 - Requires declare-before-use restriction if we want to parse in 1 pass; also means parser needs semantic information, not just grammar
- Use a *covering grammar*

factor ::= id (commaSeparatedList) | ...

and fix/check later when more information is available (e.g., type of *id* in particular)

Top-Down Parsing Concluded

- Works for a smaller set of grammars / languages than bottom-up, but can be done for most sensible programming language constructs
 - Possibly with some grammar refactoring
 - And maybe a little cheating (occasional extra lookahead, ...)
- If you need to write a quick-n-dirty parser, recursive descent is often the method of choice
 - And some sophisticated hand-written parsers for real languages (e.g., C++) are “based on” LL parsing, but with lots of customizations

Parsing Concluded

- That's it!
- On to the rest of the compiler
- Coming attractions
 - Semantic analysis (including type checking)
 - Symbol tables
 - & more...