Top-Down Parsing and Intro to Bottom-Up Parsing

Lecture 7

Predictive Parsers

- Like recursive-descent but parser can "predict" which production to use
  - By looking at the next few tokens
  - No backtracking
- Predictive parsers accept LL(k) grammars
  - L means "left-to-right" scan of input
  - L means "leftmost derivation"
  - k means "predict based on k tokens of lookahead"
  - In practice, LL(1) is used

LL(1) vs. Recursive Descent

- In recursive-descent,
  - At each step, many choices of production to use
  - Backtracking used to undo bad choices
- In LL(1),
  - At each step, only one choice of production
  - That is
    - When a non-terminal A is leftmost in a derivation
    - The next input symbol is t
    - There is a unique production $A \to \alpha$ to use
      - Or no production to use (an error state)
- LL(1) is a recursive descent variant without backtracking

Predictive Parsing and Left Factoring

- Recall the grammar

  E → T + E | T
  T → int | int * T | (E)

- Hard to predict because
  - For T two productions start with int
  - For E it is not clear how to predict
- We need to <u>left-factor</u> the grammar

Left-Factoring Example

- Recall the grammar

  E → T + E | T
  T → int | int * T | (E)

- Factor out common prefixes of productions

  E → T X
  X → + E | ε
  T → (E) | int Y
  Y → * T | ε

LL(1) Parsing Table Example

- Left-factored grammar

  E → T X   X → + E | ε
  T → (E) | int Y   Y → * T | ε

- The LL(1) parsing table:

next input token

	int	*	+	(	)	$
E	T X			T X		
X			+ E		ε	ε
T	int Y			(E)		
Y		* T	ε		ε	ε

leftmost non-terminal   *rhs of production to use*

LL(1) Parsing Table Example (Cont.)

- Consider the [E, int] entry
  - "When current non-terminal is E and next input is int, use production E → T X"
  - This can generate an int in the first position
- Consider the [Y,+] entry
  - "When current non-terminal is Y and current token is +, get rid of Y"
  - Y can be followed by + only if Y → ε

LL(1) Parsing Tables. Errors

- Blank entries indicate error situations
- Consider the [E,*] entry
  - "There is no way to derive a string starting with * from non-terminal E"

Using Parsing Tables

- Method similar to recursive descent, except
  - For the leftmost non-terminal S
  - We look at the next input token a
  - And choose the production shown at [S,a]
- A stack records frontier of parse tree
  - Non-terminals that have yet to be expanded
  - Terminals that have yet to matched against the input
  - Top of stack = leftmost pending terminal or non-terminal
- Reject on reaching error state
- Accept on end of input & empty stack

LL(1) Parsing Algorithm

```
initialize stack = <S $> and next
repeat
   case stack of
      <X, rest>  : if T[X,*next] = Y1…Yn
                      then stack ← <Y1… Yn rest>;
                      else  error ();
      <t, rest>  : if t == *next ++
                      then  stack ← <rest>;
                      else error ();
until stack == < >
```


LL(1) Parsing Algorithm

$ marks bottom of stack

```
initialize stack = <S $> and next
repeat
   case stack of
      <X, rest>  : if T[X,*next] = Y1…Yn
                      then stack ← <Y1… Yn rest>;
                      else  error ();
      <t, rest>  : if t == *next ++
                      then  stack ← <rest>;
                      else error ();
until stack == < >
```

For non-terminal X on top of stack, lookup production

Pop X, push production rhs on stack. Note leftmost symbol of rhs is on top of the stack.

For terminal t on top of stack, check t matches next input token.

LL(1) Parsing Example

Stack	Input	Action
E $	int * int $	T X
T X $	int * int $	int Y
int Y X $	int * int $	terminal
Y X $	* int $	* T
* T X $	* int $	terminal
T X $	int $	int Y
int Y X $	int $	terminal
Y X $	$	ε
X $	$	ε
$	$	ACCEPT

Constructing Parsing Tables: The Intuition

- Consider non-terminal A, production $A \to \alpha$, & token t
- $T[A,t] = \alpha$ in two cases:

- If $\alpha \to^* t\ \beta$
  - α can derive a t in the first position
  - We say that $t \in First(\alpha)$

- If $A \to \alpha$ and $\alpha \to^* \varepsilon$ and $S \to^* \beta\ A\ t\ \delta$
  - Useful if stack has A, input is t, and A cannot derive t
  - In this case only option is to get rid of A (by deriving ε)
    - Can work only if t can follow A in at least one derivation
  - We say $t \in Follow(A)$

Computing First Sets

Definition

$$First(X) = \{\ t \mid X \to^* t\alpha\} \cup \{\varepsilon \mid X \to^* \varepsilon\}$$

Algorithm sketch:

1. $First(t) = \{\ t\ \}$
2. $\varepsilon \in First(X)$
   - if $X \to \varepsilon$
   - if $X \to A_1 \ldots A_n$ and $\varepsilon \in First(A_i)$ for $1 \le i \le n$
3. $First(\alpha) \subseteq First(X)$ if $X \to A_1 \ldots A_n\ \alpha$
   - and $\varepsilon \in First(A_i)$ for $1 \le i \le n$

First Sets. Example

- Recall the grammar

$E \to T\ X$ $\qquad$ $X \to +\ E \mid \varepsilon$

$T \to (\ E\ ) \mid int\ Y$ $\qquad$ $Y \to *\ T \mid \varepsilon$

- First sets

First(( ) = { (}	First(T) = {int, (}
First( )) = {) }	First(E) = {int, (}
First(int) = { int }	First(X) = {+, ε }
First(+) = { + }	First(Y) = {*, ε }
First(*) = { * }	

Computing Follow Sets

- Definition:

$$Follow(X) = \{\ t \mid S \to^* \beta\ X\ t\ \delta\ \}$$

- Intuition
  - If $X \to A\ B$ then $First(B) \subseteq Follow(A)$ and $Follow(X) \subseteq Follow(B)$
    - if $B \to^* \varepsilon$ then $Follow(X) \subseteq Follow(A)$
  - If S is the start symbol then $\$ \in Follow(S)$

Computing Follow Sets (Cont.)

Algorithm sketch:

1. $\$ \in Follow(S)$
2. $First(\beta) - \{\varepsilon\} \subseteq Follow(X)$
   - For each production $A \to \alpha\ X\ \beta$
3. $Follow(A) \subseteq Follow(X)$
   - For each production $A \to \alpha\ X\ \beta$ where $\varepsilon \in First(\beta)$

Follow Sets. Example

- Recall the grammar

$E \to T\ X$ $\qquad$ $X \to +\ E \mid \varepsilon$

$T \to (\ E\ ) \mid int\ Y$ $\qquad$ $Y \to *\ T \mid \varepsilon$

- Follow sets

Follow(+) = { int, (}	Follow(*) = { int, (}
Follow(( ) = { int, (}	Follow(E) = {), $}
Follow(X) = {$,) }	Follow(T) = {+,) , $}
Follow( )) = {+,) , $}	Follow(Y) = {+,) , $}
Follow(int) = {*, +,) , $}	

Constructing LL(1) Parsing Tables

- Construct a parsing table T for CFG *G*
- For each production $A \to \alpha$ in *G* do:
  - For each terminal $t \in First(\alpha)$ do
    - $T[A, t] = \alpha$
  - If $\varepsilon \in First(\alpha)$, for each $t \in Follow(A)$ do
    - $T[A, t] = \alpha$
  - If $\varepsilon \in First(\alpha)$ and $\$ \in Follow(A)$ do
    - $T[A, \$] = \alpha$

Notes on LL(1) Parsing Tables

- If any entry is multiply defined then *G* is not LL(1)
  - If *G* is ambiguous
  - If *G* is left recursive
  - If *G* is not left-factored
  - *And in other cases as well*
- Most programming language CFGs are not LL(1)

Bottom-Up Parsing

- Bottom-up parsing is more general than top-down parsing
  - And just as efficient
  - Builds on ideas in top-down parsing
- Bottom-up is the preferred method
- Concepts today, algorithms next time

An Introductory Example

- Bottom-up parsers don't need left-factored grammars
- Revert to the "natural" grammar for our example:

  E → T + E | T
  T → int * T | int | (E)

- Consider the string: int * int + int

The Idea

Bottom-up parsing *reduces* a string to the start symbol by inverting productions:

int * int + int	T → int
int * T + int	T → int * T
T + int	T → int
T + T	E → T
T + E	E → T + E
E	

Observation

- Read the productions in reverse (from bottom to top)
- This is a rightmost derivation!

int * int + int	T → int
int * T + int	T → int * T
T + int	T → int
T + T	E → T
T + E	E → T + E
E	

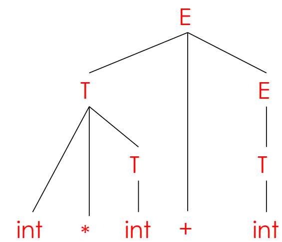
Important Fact #1

Important Fact #1 about bottom-up parsing:

A bottom-up parser traces a rightmost derivation in reverse

A Bottom-up Parse

int * int + int
int * T + int
T + int
T + T
T + E
E



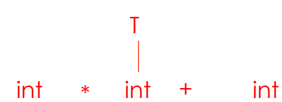
A Bottom-up Parse in Detail (1)

int * int + int

int * int + int

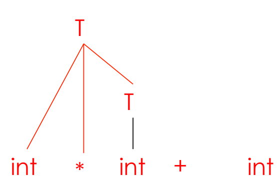
A Bottom-up Parse in Detail (2)

int * int + int
int * T + int



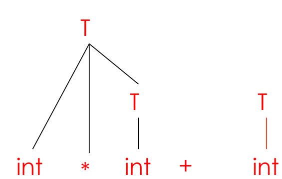
A Bottom-up Parse in Detail (3)

int * int + int
int * T + int
T + int



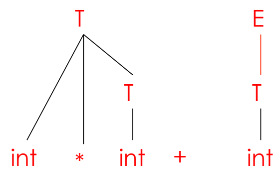
A Bottom-up Parse in Detail (4)

int * int + int
int * T + int
T + int
T + T



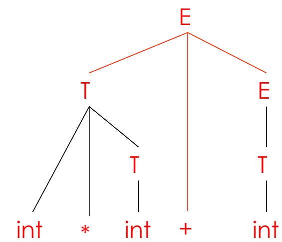
A Bottom-up Parse in Detail (5)

int * int + int
int * T + int
T + int
T + T
T + E



A Bottom-up Parse in Detail (6)

int * int + int
int * T + int
T + int
T + T
T + E
E



A Trivial Bottom-Up Parsing Algorithm

Let I = input string
  repeat
    pick a non-empty substring β of I
      where $X \rightarrow \beta$ is a production
    if no such β, backtrack
    replace one β by X in I
  until I = "S" (the start symbol) or all possibilities are exhausted

Questions

- Does this algorithm terminate?
- How fast is the algorithm?
- Does the algorithm handle all cases?
- How do we choose the substring to reduce at each step?

Where Do Reductions Happen?

Important Fact #1 has an interesting consequence:
- Let $\alpha\beta\omega$ be a step of a bottom-up parse
- Assume the next reduction is by $X \rightarrow \beta$
- Then ω is a string of terminals

Why? Because $\alpha X\omega \rightarrow \alpha\beta\omega$ is a step in a right-most derivation

Notation

- Idea: Split string into two substrings
  - Right substring is as yet unexamined by parsing (a string of terminals)
  - Left substring has terminals and non-terminals
- The dividing point is marked by a |
  - The | is not part of the string
- Initially, all input is unexamined $|x_1x_2 \ldots x_n$

Shift-Reduce Parsing

Bottom-up parsing uses only two kinds of actions:

Shift

Reduce

Shift

- *Shift:* Move | one place to the right
  - Shifts a terminal to the left string

ABC|xyz ⇒ ABCx|yz

Reduce

- Apply an inverse production at the right end of the left string
  - If A → xy is a production, then

Cbxy|ijk ⇒ CbA|ijk

The Example with Reductions Only

int * int | + int	reduce T → int
int * T | + int	reduce T → int * T
T + int |	reduce T → int
T + T |	reduce E → T
T + E |	reduce E → T + E
E |	

The Example with Shift-Reduce Parsing

|int * int + int	shift
int | * int + int	shift
int * | int + int	shift
int * int | + int	reduce T → int
int * T | + int	reduce T → int * T
T | + int	shift
T + | int	shift
T + int |	reduce T → int
T + T |	reduce E → T
T + E |	reduce E → T + E
E |	

A Shift-Reduce Parse in Detail (1)

|int * int + int

int * int + int

↑

A Shift-Reduce Parse in Detail (2)

|int * int + int
int | * int + int

A Shift-Reduce Parse in Detail (3)

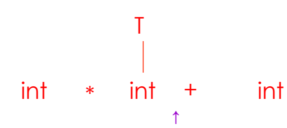
|int * int + int
int | * int + int
int * | int + int

A Shift-Reduce Parse in Detail (4)

|int * int + int
int | * int + int
int * | int + int
int * int | + int

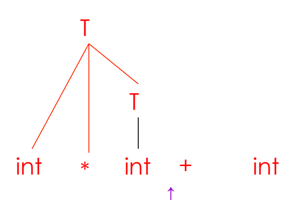
A Shift-Reduce Parse in Detail (5)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int



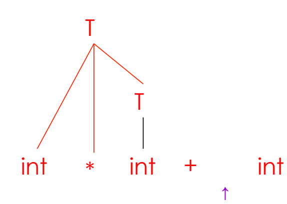
A Shift-Reduce Parse in Detail (6)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T | + int



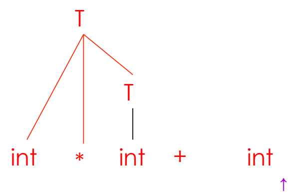
A Shift-Reduce Parse in Detail (7)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T | + int
T + | int



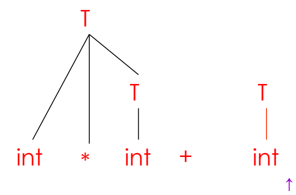
A Shift-Reduce Parse in Detail (8)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T | + int
T + | int
T + int |



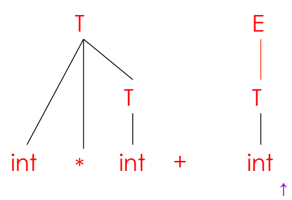
A Shift-Reduce Parse in Detail (9)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T | + int
T + | int
T + int |
T + T |



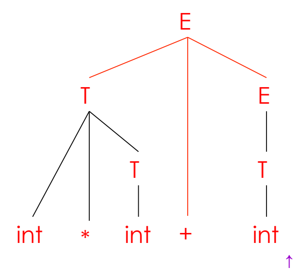
A Shift-Reduce Parse in Detail (10)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T | + int
T + | int
T + int |
T + T |
T + E |



A Shift-Reduce Parse in Detail (11)

|int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T | + int
T + | int
T + int |
T + T |
T + E |
E |



The Stack

- Left string can be implemented by a stack
  - Top of the stack is the |
- Shift pushes a terminal on the stack
- Reduce pops 0 or more symbols off of the stack (production rhs) and pushes a non-terminal on the stack (production lhs)

Conflicts

- In a given state, more than one action (shift or reduce) may lead to a valid parse
- If it is legal to shift or reduce, there is a *shift-reduce* conflict
- If it is legal to reduce by two different productions, there is a *reduce-reduce* conflict
- You will see such conflicts in your project!
  - More next time . . .