Error Handling
Syntax-Directed Translation
Recursive Descent Parsing

Lecture 6

Announcements

- PA1
  - Due today at midnight
  - README, test case
  - Your name(s)!
- WA1
  - Due today at 5pm
- PA2
  - Assigned today
- WA2
  - Assigned Tuesday

Outline

- Extensions of CFG for parsing
  - Precedence declarations
  - Error handling
  - Semantic actions
- Constructing a parse tree
- Recursive descent

Error Handling

- Purpose of the compiler is
  - To detect non-valid programs
  - To translate the valid ones
- Many kinds of possible errors (e.g. in C)

Error kind	Example	Detected by …
Lexical	… $ …	Lexer
Syntax	… x *% …	Parser
Semantic	… int x; y = x(3); …	Type checker
Correctness	your favorite program	Tester/User

Syntax Error Handling

- Error handler should
  - Report errors accurately and clearly
  - Recover from an error quickly
  - Not slow down compilation of valid code
- Good error handling is not easy to achieve

Approaches to Syntax Error Recovery

- From simple to complex
  - Panic mode
  - Error productions
  - Automatic local or global correction
- Not all are supported by all parser generators

Error Recovery: Panic Mode

- Simplest, most popular method
- When an error is detected:
  - Discard tokens until one with a clear role is found
  - Continue from there
- Such tokens are called synchronizing tokens
  - Typically the statement or expression terminators

Syntax Error Recovery: Panic Mode (Cont.)

- Consider the erroneous expression

  (1 + + 2) + 3
- Panic-mode recovery:
  - Skip ahead to next integer and then continue
- Bison: use the special terminal error to describe how much input to skip

  E → int | E + E | (E) | error int | (error)

Syntax Error Recovery: Error Productions

- Idea: specify in the grammar known common mistakes
- Essentially promotes common errors to alternative syntax
- Example:
  - Write 5 x instead of 5 * x
  - Add the production E → … | E E
- Disadvantage
  - Complicates the grammar

Error Recovery: Local and Global Correction

- Idea: find a correct "nearby" program
  - Try token insertions and deletions
  - Exhaustive search
- Disadvantages:
  - Hard to implement
  - Slows down parsing of correct programs
  - "Nearby" is not necessarily "the intended" program
  - Not all tools support it

Syntax Error Recovery: Past and Present

- Past
  - Slow recompilation cycle (even once a day)
  - Find as many errors in one cycle as possible
  - Researchers could not let go of the topic
- Present
  - Quick recompilation cycle
  - Users tend to correct one error/cycle
  - Complex error recovery is less compelling
  - Panic-mode seems enough

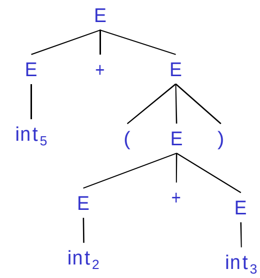
Abstract Syntax Trees

- So far a parser traces the derivation of a sequence of tokens
- The rest of the compiler needs a structural representation of the program
- Abstract syntax trees
  - Like parse trees but ignore some details
  - Abbreviated as AST

Abstract Syntax Tree. (Cont.)

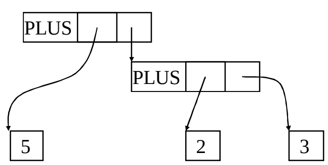
- Consider the grammar
  E → int | (E) | E + E
- And the string
  5 + (2 + 3)
- After lexical analysis (a list of tokens)
  int_5 '+' '(' int_2 '+' int_3 ')'
- During parsing we build a parse tree …

Example of Parse Tree



- Traces the operation of the parser
- Does capture the nesting structure
- But too much info
  - Parentheses
  - Single-successor nodes

Example of Abstract Syntax Tree



- Also captures the nesting structure
- But <u>abstracts</u> from the concrete syntax
  => more compact and easier to use
- An important data structure in a compiler

Semantic Actions

- This is what we'll use to construct ASTs
- Each grammar symbol may have <u>attributes</u>
  - For terminal symbols (lexical tokens) attributes can be calculated by the lexer
- Each production may have an <u>action</u>
  - Written as: $X \to Y_1 \ldots Y_n$ { action }
  - That can refer to or compute symbol attributes

Semantic Actions: An Example

- Consider the grammar
  E → int | E + E | (E)
- For each symbol X define an attribute X.val
  - For terminals, val is the associated lexeme
  - For non-terminals, val is the expression's value (and is computed from values of subexpressions)
- We annotate the grammar with actions:

E → int	{ E.val = int.val }
| E_1 + E_2	{ E.val = E_1.val + E_2.val }
| (E_1)	{ E.val = E_1.val }

Semantic Actions: An Example (Cont.)

- String: 5 + (2 + 3)
- Tokens: int_5 '+' '(' int_2 '+' int_3 ')'

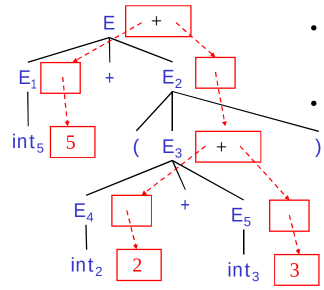
Productions	Equations
$E \to E_1 + E_2$	E.val = E_1.val + E_2.val
$E_1 \to int_5$	E_1.val = int_5.val = 5
$E_2 \to (E_3)$	E_2.val = E_3.val
$E_3 \to E_4 + E_5$	E_3.val = E_4.val + E_5.val
$E_4 \to int_2$	E_4.val = int_2.val = 2
$E_5 \to int_3$	E_5.val = int_3.val = 3

Semantic Actions: Notes

- Semantic actions specify a system of equations
  - Order of resolution is not specified
- Example:

  $E_3.val = E_4.val + E_5.val$
  - Must compute $E_4.val$ and $E_5.val$ before $E_3.val$
  - We say that $E_3.val$ depends on $E_4.val$ and $E_5.val$
- The parser must find the order of evaluation

Dependency Graph

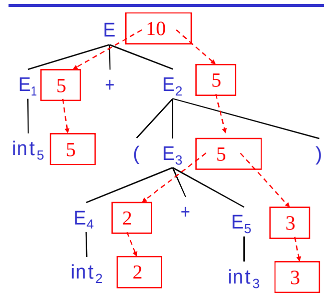


- Each node labeled E has one slot for the val attribute
- Note the dependencies

Evaluating Attributes

- An attribute must be computed after all its successors in the dependency graph have been computed
  - In previous example attributes can be computed bottom-up
- Such an order exists when there are no cycles
  - Cyclically defined attributes are not legal

Dependency Graph



Semantic Actions: Notes (Cont.)

- Synthesized attributes
  - Calculated from attributes of descendents in the parse tree
  - E.val is a synthesized attribute
  - Can always be calculated in a bottom-up order
- Grammars with only synthesized attributes are called S-attributed grammars
  - Most common case

Inherited Attributes

- Another kind of attribute
- Calculated from attributes of parent and/or siblings in the parse tree
- Example: a line calculator

A Line Calculator

- Each line contains an expression
  $E \rightarrow$ int | $E + E$
- Each line is terminated with the = sign
  $L \rightarrow E =$ | $+ E =$

- In second form the value of previous line is used as starting value
- A program is a sequence of lines
  $P \rightarrow \varepsilon$ | P L

Attributes for the Line Calculator

- Each E has a synthesized attribute val
  - Calculated as before
- Each L has an attribute val
  $L \rightarrow E =$ { L.val = E.val }
  | $+ E =$ { L.val = E.val + L.prev }

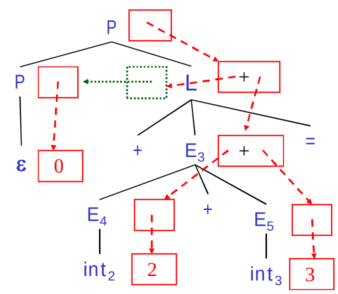
- We need the value of the previous line
- We use an inherited attribute L.prev

Attributes for the Line Calculator (Cont.)

- Each P has a synthesized attribute val
  - The value of its last line
    $P \rightarrow \varepsilon$ { P.val = 0 }
    | P_1 L { P.val = L.val;
    L.prev = P_1.val }
  - Each L has an inherited attribute prev
  - L.prev is inherited from sibling P_1.val

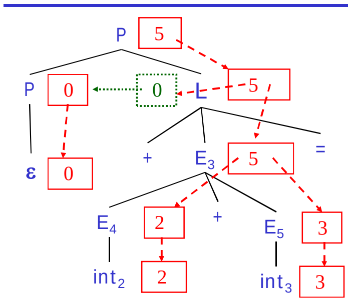
- Example …

Example of Inherited Attributes



- val synthesized
- prev inherited
- All can be computed in depth-first order

Example of Inherited Attributes



- val synthesized
- prev inherited
- All can be computed in depth-first order

Semantic Actions: Notes (Cont.)

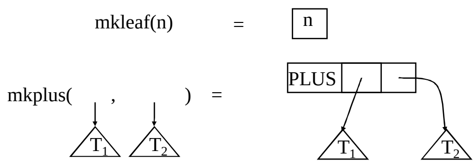
- Semantic actions can be used to build ASTs

- And many other things as well
  - Also used for type checking, code generation, …

- Process is called syntax-directed translation
  - Substantial generalization over CFGs

Constructing An AST

- We first define the AST data type
  - Supplied by us for the project
- Consider an abstract tree type with two constructors:



Constructing a Parse Tree

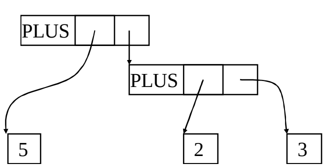
- We define a synthesized attribute ast
  - Values of ast values are ASTs
  - We assume that int.lexval is the value of the integer lexeme
  - Computed using semantic actions

$E \rightarrow$ int	E.ast = mkleaf(int.lexval)
$\mid E_1 + E_2$	E.ast = mkplus(E_1.ast, E_2.ast)
$\mid (E_1)$	E.ast = E_1.ast

Parse Tree Example

- Consider the string int_5 '+' '(' int_2 '+' int_3 ')'
- A bottom-up evaluation of the ast attribute:

  E.ast = mkplus(mkleaf(5),
  mkplus(mkleaf(2), mkleaf(3))



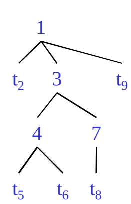
Summary

- We can specify language syntax using CFG
- A parser will answer whether $s \in L(G)$
  - … and will build a parse tree
  - … which we convert to an AST
  - … and pass on to the rest of the compiler

Intro to Top-Down Parsing: The Idea

- The parse tree is constructed
  - From the top
  - From left to right
- Terminals are seen in order of appearance in the token stream:

  t_2 t_5 t_6 t_8 t_9



Recursive Descent Parsing

- Consider the grammar

  $E \rightarrow T \mid T + E$

  $T \rightarrow \text{int} \mid \text{int} * T \mid (E)$

- Token stream is: (int_5)
- Start with top-level non-terminal E
  - Try the rules for E in order

Recursive Descent Parsing

E → T | T + E
T → int | int * T | (E)

E

(int_5)

Recursive Descent Parsing

E → T | T + E
T → int | int * T | (E)

E
|
T

(int_5)

Recursive Descent Parsing

E → T | T + E
T → int | int * T | (E)

E
|
T
|
int

Mismatch: int is not (!
Backtrack …

(int_5)

Recursive Descent Parsing

E → T | T + E
T → int | int * T | (E)

E
|
T

(int_5)

Recursive Descent Parsing

E → T | T + E
T → int | int * T | (E)

E
|
T
int * T

Mismatch: int is not (!
Backtrack …

(int_5)

Recursive Descent Parsing

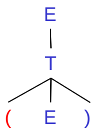
E → T | T + E
T → int | int * T | (E)

E
|
T

(int_5)

Recursive Descent Parsing

$E \rightarrow T \mid T + E$
$T \rightarrow int \mid int * T \mid (E)$

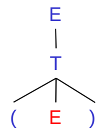


Match! Advance input.

(int_5)

Recursive Descent Parsing

$E \rightarrow T \mid T + E$
$T \rightarrow int \mid int * T \mid (E)$



(int_5)

Recursive Descent Parsing

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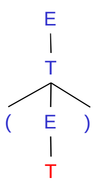

(int_5)

Recursive Descent Parsing

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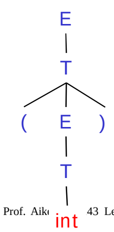
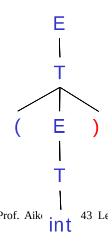


Match! Advance input.

(int_5)

Recursive Descent Parsing

$E \rightarrow T \mid T + E$
$T \rightarrow int \mid int * T \mid (E)$

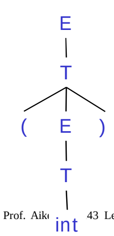


Match! Advance input.

(int_5)

Recursive Descent Parsing

$E \rightarrow T \mid T + E$
$T \rightarrow int \mid int * T \mid (E)$



End of input, accept.

(int_5)

A Recursive Descent Parser. Preliminaries

- Let TOKEN be the type of tokens
  - Special tokens INT, OPEN, CLOSE, PLUS, TIMES
- Let the global next point to the next token

A Recursive Descent Parser (2)

- Define boolean functions that check the token string for a match of
  - A given token terminal
    `bool term(TOKEN tok) { return *next++ == tok; }`
  - The nth production of S:
    bool S_n() { … }
  - Try all productions of S:
    `bool S() { … }`

A Recursive Descent Parser (3)

- For production $E \to T$
  bool E_1() { return T(); }
- For production $E \to T + E$
  bool E_2() { return T() && term(PLUS) && E(); }
- For all productions of E (with backtracking)

```
bool E() {
  TOKEN *save = next;
  return   (next = save, E1())
        || (next = save,  E2());   }
```


A Recursive Descent Parser (4)

- Functions for non-terminal T

bool T_1() { return term(INT); }
bool T_2() { return term(INT) && term(TIMES) && T(); }
bool T_3() { return term(OPEN) && E() && term(CLOSE); }

```
bool T() {
  TOKEN *save = next;
  return   (next = save, T1())
        || (next = save,  T2())
        || (next = save,  T3()); }
```


Recursive Descent Parsing. Notes.

- To start the parser
  - Initialize next to point to first token
  - Invoke E()
- Notice how this simulates the example parse
- Easy to implement by hand

Example

$E \to T \mid T + E$
$T \to int \mid int * T \mid (E)$

(int)

```
bool term(TOKEN tok) { return *next++ == tok; }

bool E1() { return T(); }
bool E2() { return T() && term(PLUS) && E(); }

bool E()  {TOKEN *save = next; return    (next = save, E1())
                                      || (next = save,  E2());   }
bool T1() { return term(INT); }
bool T2() { return term(INT) && term(TIMES) && T(); }
bool T3() { return term(OPEN) && E() && term(CLOSE); }

bool T() { TOKEN *save = next;  return   (next = save, T1())
                                      || (next = save,  T2())
                                      || (next = save,  T3()); }
```

When Recursive Descent Does Not Work

- Consider a production $S \to S\ a$
  - bool S_1() { return S() && term(a); }
  - bool S() { return S_1(); }
- S() goes into an infinite loop
- A left-recursive grammar has a non-terminal S
  $S \to^+ S\alpha$ for some α
- Recursive descent does not work in such cases

Elimination of Left Recursion

- Consider the left-recursive grammar
  $S \to S\ \alpha \mid \beta$
- S generates all strings starting with a β and followed by a number of α
- Can rewrite using right-recursion
  $S \to \beta\ S'$
  $S' \to \alpha\ S' \mid \varepsilon$

More Elimination of Left-Recursion

- In general
  $S \to S\ \alpha_1 \mid \dots \mid S\ \alpha_n \mid \beta_1 \mid \dots \mid \beta_m$
- All strings derived from S start with one of $\beta_1,\dots,\beta_m$ and continue with several instances of $\alpha_1,\dots,\alpha_n$
- Rewrite as
  $S \to \beta_1\ S' \mid \dots \mid \beta_m\ S'$
  $S' \to \alpha_1\ S' \mid \dots \mid \alpha_n\ S' \mid \varepsilon$

General Left Recursion

- The grammar
  $S \to A\ \alpha \mid \delta$
  $A \to S\ \beta$
  is also left-recursive because
  $S \to^+ S\ \beta\ \alpha$
- This left-recursion can also be eliminated
- See Dragon Book for general algorithm
  - Section 4.3

Summary of Recursive Descent

- Simple and general parsing strategy
  - Left-recursion must be eliminated first
  - … but that can be done automatically
- Unpopular because of backtracking
  - Thought to be too inefficient
- In practice, backtracking is eliminated by restricting the grammar