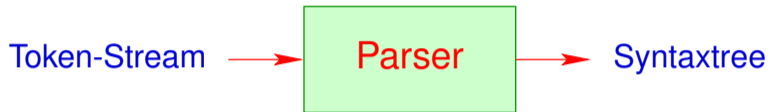


Topic:

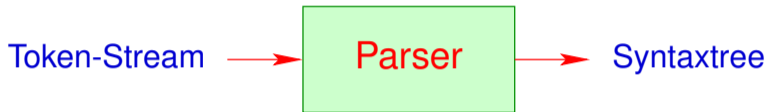
Syntactic Analysis

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- Syntactic analysis tries to integrate Tokens into larger program units.

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- Such units may possibly be:
 - Expressions;
 - Statements;
 - Conditional branches;
 - loops; ...

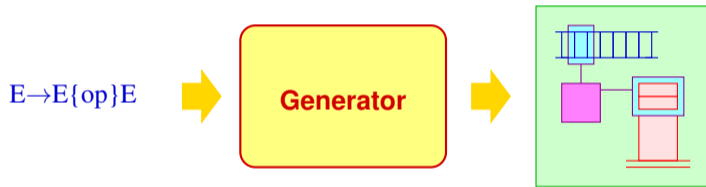
Discussion:

In general, parsers are not developed by hand, but **generated** from a specification:



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Specification of the hierarchical structure: contextfree grammars

Generated implementation: Pushdown automata + X

Chapter 1: Basics of Contextfree Grammars

Basics: Context-free Grammars

- Programs of programming languages can have arbitrary numbers of tokens, but only finitely many **Token-classes**.
- This is why we choose the set of **Token-classes** to be the finite alphabet of terminals T .
- The nested structure of program components can be described elegantly via **context-free** grammars...

Basics: Context-free Grammars

- Programs of programming languages can have arbitrary numbers of tokens, but only finitely many **Token-classes**.
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- The nested structure of program components can be described elegantly via **context-free** grammars...

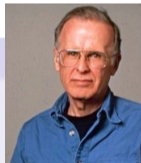
Definition: Context-Free Grammar

A **context-free grammar (CFG)** is a 4-tuple $G = (N, T, P, S)$ with:

- N the set of **nonterminals**,
- T the set of **terminals**,
- P the set of **productions** or **rules**, and
- $S \in N$ the **start symbol**



Noam Chomsky



John Backus

Conventions

The rules of context-free grammars take the following form:

$$A \rightarrow \alpha \quad \text{with} \quad A \in N, \quad \alpha \in (N \cup T)^*$$

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$$S \rightarrow \epsilon$$

Specified language: $\{a^n b^n \mid n \geq 0\}$

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... for example:

$$\begin{aligned} S &\rightarrow a S b \\ S &\rightarrow \epsilon \end{aligned}$$

Specified language: $\{a^n b^n \mid n \geq 0\}$

Conventions:

In examples, we specify nonterminals and terminals in general **implicitly**:

- nonterminals are: $A, B, C, \dots, \langle \text{exp} \rangle, \langle \text{stmt} \rangle, \dots$;
- terminals are: $a, b, c, \dots, \text{int}, \text{name}, \dots$;

... a practical example:

```
 $S$       →  $\langle \text{stmt} \rangle$   
 $\langle \text{stmt} \rangle$  →  $\langle \text{if} \rangle$  |  $\langle \text{while} \rangle$  |  $\langle \text{rexp} \rangle$ ;  
 $\langle \text{if} \rangle$    → if (  $\langle \text{rexp} \rangle$  )  $\langle \text{stmt} \rangle$  else  $\langle \text{stmt} \rangle$   
 $\langle \text{while} \rangle$  → while (  $\langle \text{rexp} \rangle$  )  $\langle \text{stmt} \rangle$   
 $\langle \text{rexp} \rangle$  → int |  $\langle \text{lexp} \rangle$  |  $\langle \text{lexp} \rangle = \langle \text{rexp} \rangle$  | ...  
 $\langle \text{lexp} \rangle$  → name | ...
```

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 $S$        $\rightarrow$   $\langle \text{stmt} \rangle$   
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 $\langle \text{if} \rangle$     $\rightarrow$   $\text{if} ( \langle \text{rexp} \rangle ) \langle \text{stmt} \rangle \text{ else } \langle \text{stmt} \rangle$   
 $\langle \text{while} \rangle$   $\rightarrow$   $\text{while} ( \langle \text{rexp} \rangle ) \langle \text{stmt} \rangle$   
 $\langle \text{rexp} \rangle$   $\rightarrow$   $\text{int}$  |  $\langle \text{lexp} \rangle$  |  $\langle \text{lexp} \rangle = \langle \text{rexp} \rangle$  | ...  
 $\langle \text{lexp} \rangle$   $\rightarrow$   $\text{name}$  | ...
```

More conventions:

- For every nonterminal, we collect the right hand sides of rules and list them together.
- The j -th rule for A can be identified via the pair (A, j) (with $j \geq 0$).

Pair of grammars:

$E \rightarrow E+E$		$E * E$		(E)		name		int
$E \rightarrow E+T$		T						
$T \rightarrow T * F$		F						
$F \rightarrow (E)$		name		int				

Both grammars describe [the same language](#)

Pair of grammars:

$E \rightarrow E + E^0$		$E * E^1$		$(E)^2$		name ³		int ⁴
$E \rightarrow E + T^0$		T^1						
$T \rightarrow T * F^0$		F^1						
$F \rightarrow (E)^0$		name ¹		int ²				

Both grammars describe [the same language](#)

Derivation

Grammars are **term rewriting systems**. The rules offer feasible rewriting steps. A sequence of such rewriting steps $\alpha_0 \rightarrow \dots \rightarrow \alpha_m$ is called **derivation**.

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The rewriting relation \rightarrow is a relation on words over $N \cup T$, with

$$\alpha \rightarrow \alpha' \quad \text{iff} \quad \alpha = \alpha_1 A \alpha_2 \quad \wedge \quad \alpha' = \alpha_1 \beta \alpha_2 \quad \text{for an} \quad A \rightarrow \beta \in P$$

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The **reflexive** and **transitive** closure of \rightarrow is denoted as: \rightarrow^*

Derivation

Remarks:

- The relation \rightarrow depends on the grammar
- In each step of a derivation, we may choose:
 - * a spot, determining **where** we will rewrite.
 - * a rule, determining **how** we will rewrite.
- The language, specified by G is:

$$\mathcal{L}(G) = \{w \in T^* \mid S \rightarrow^* w\}$$

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Attention:

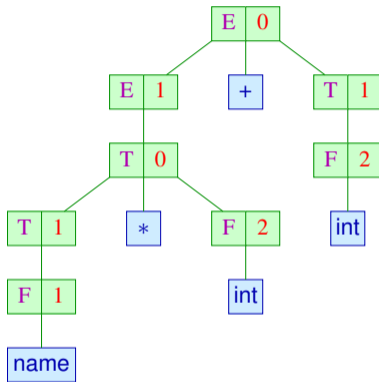
The order, in which disjunct fragments are rewritten is not relevant.

Derivation Tree

Derivations of a symbol are represented as **derivation trees**:

... for example:

$\underline{E} \rightarrow^0 E + T$
 $\rightarrow^1 \underline{T} + T$
 $\rightarrow^0 T * \underline{F} + T$
 $\rightarrow^2 \underline{T} * \text{int} + T$
 $\rightarrow^1 \underline{F} * \text{int} + T$
 $\rightarrow^1 \text{name} * \text{int} + \underline{T}$
 $\rightarrow^1 \text{name} * \text{int} + \underline{F}$
 $\rightarrow^2 \text{name} * \text{int} + \text{int}$



A **derivation tree** for $A \in N$:

inner nodes: rule applications

root: rule application for A

leaves: terminals or ϵ

The successors of (B, i) correspond to right hand sides of the rule

Special Derivations

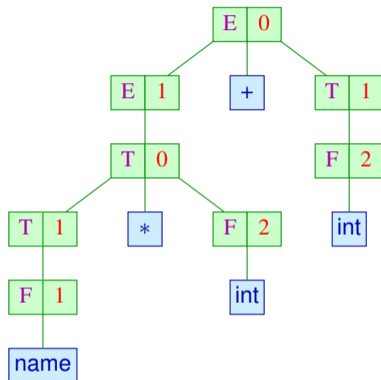
Attention:

In contrast to arbitrary derivations, we find special ones, always rewriting the **leftmost** (or rather **rightmost**) occurrence of a nonterminal.

- These are called **leftmost** (or rather **rightmost**) derivations and are denoted with the index L (or R respectively).
- Leftmost (or rightmost) derivations correspond to a left-to-right (or right-to-left) **preorder**-DFS-traversal of the derivation tree.
- **Reverse** rightmost derivations correspond to a left-to-right **postorder**-DFS-traversal of the derivation tree

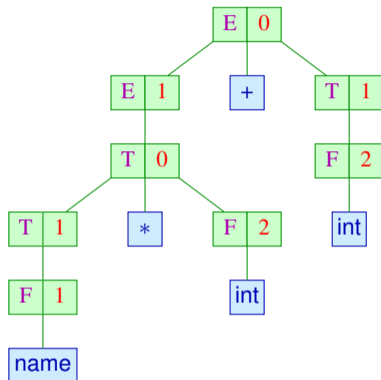
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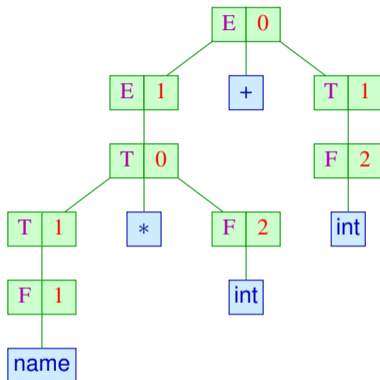


Leftmost derivation:

$(E, 0) (E, 1) (T, 0) (T, 1) (F, 1) (F, 2) (T, 1) (F, 2)$

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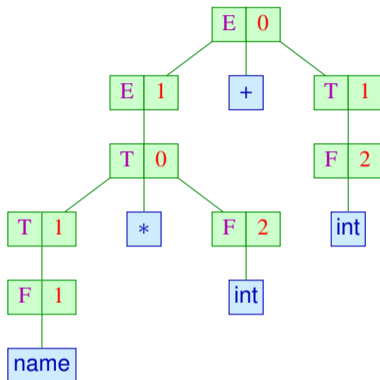
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Special Derivations

... for example:



Leftmost derivation:

Rightmost derivation:

Reverse rightmost derivation:

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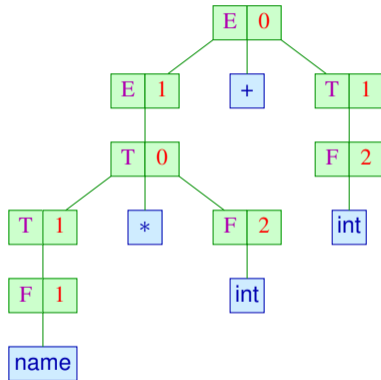
$(E, 0) (T, 1) (F, 2) (E, 1) (T, 0) (F, 2) (T, 1) (F, 1)$

$(F, 1) (T, 1) (F, 2) (T, 0) (E, 1) (F, 2) (T, 1) (E, 0)$

Unique Grammars

The concatenation of leaves of a derivation tree t are often called $\text{yield}(t)$.

... for example:



gives rise to the concatenation:

`name * int + int .`

Unique Grammars

Definition:

Grammar G is called **unique**, if for every $w \in T^*$ there is maximally one derivation tree t of G with $\text{yield}(t) = w$.

... in our example:

E	\rightarrow	$E+E^0$		$E * E^1$		$(E)^2$		name^3		int^4
E	\rightarrow	$E+T^0$		T^1						
T	\rightarrow	$T * F^0$		F^1						
F	\rightarrow	$(E)^0$		name^1		int^2				

The first one is ambiguous, the second one is unique

Conclusion:

- A derivation tree represents a possible hierarchical structure of a word.
- For programming languages, only those grammars with a unique structure are of interest.
- Derivation trees are one-to-one corresponding with leftmost derivations as well as (reverse) rightmost derivations.

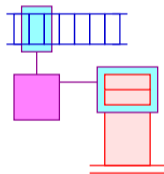
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- For programming languages, only those grammars with a unique structure are of interest.
- Derivation trees are one-to-one corresponding with leftmost derivations as well as (reverse) rightmost derivations.
- **Leftmost derivations** correspond to a **top-down** reconstruction of the syntax tree.
- **Reverse rightmost derivations** correspond to a **bottom-up** reconstruction of the syntax tree.

Chapter 2: Basics of Pushdown Automata

Basics of Pushdown Automata

Languages, specified by context free grammars are accepted by **Pushdown Automata**:



The pushdown is used e.g. to verify correct nesting of braces.

Example:

States: 0, 1, 2

Start state: 0

Final states: 0, 2

0	<i>a</i>	11
1	<i>a</i>	11
11	<i>b</i>	2
12	<i>b</i>	2

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Conventions:

- We do **not** differentiate between pushdown symbols and states
- The rightmost / upper pushdown symbol represents the state
- Every transition consumes / modifies the upper part of the pushdown

Definition: Pushdown Automaton

A pushdown automaton (PDA) is a tuple

$M = (Q, T, \delta, q_0, F)$ with:

- Q a finite set of states;
- T an input alphabet;
- $q_0 \in Q$ the start state;
- $F \subseteq Q$ the set of final states and
- $\delta \subseteq Q^+ \times (T \cup \{\epsilon\}) \times Q^*$ a finite set of transitions



Friedrich Bauer



Klaus Samelson

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We define **computations** of pushdown automata with the help of transitions; a particular **computation state** (the current **configuration**) is a pair:

$$(\gamma, w) \in Q^* \times T^*$$

consisting of the **pushdown content** and the **remaining input**.

... for example:

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(0, *aaabbb*)

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 $\vdash (2, \epsilon)$

A computation step is characterized by the relation $\vdash \subseteq (Q^* \times T^*)^2$ with

$$(\alpha\gamma, xw) \vdash (\alpha\gamma', w) \quad \text{for} \quad (\gamma, x, \gamma') \in \delta$$

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Remarks:

- The relation \vdash depends on the pushdown automaton M
- The reflexive and transitive closure of \vdash is denoted by \vdash^*
- Then, the language accepted by M is

$$\mathcal{L}(M) = \{w \in T^* \mid \exists f \in F : (q_0, w) \vdash^* (f, \epsilon)\}$$

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We accept with a **final state** together with **empty input**.

Definition: Deterministic Pushdown Automaton

The pushdown automaton M is **deterministic**, if every configuration has maximally one successor configuration.

This is exactly the case if for distinct transitions $(\gamma_1, x, \gamma_2), (\gamma'_1, x', \gamma'_2) \in \delta$ we can assume:

Is γ_1 a suffix of γ'_1 , then $x \neq x' \wedge x \neq \epsilon \neq x'$ is valid.

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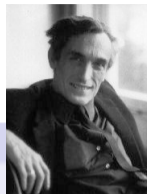
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1	a	11
11	b	2
12	b	2

... this obviously holds

Pushdown Automata

Theorem:

For each context free grammar $G = (N, T, P, S)$
a pushdown automaton M with $\mathcal{L}(G) = \mathcal{L}(M)$ can be built.



M. Schützenberger



A. Öttinger

The theorem is so important for us, that we take a look at **two** constructions for automata, motivated by both of the special derivations:

- M_G^L to build **Leftmost derivations**
- M_G^R to build **reverse Rightmost derivations**

Chapter 3: Top-down Parsing

Item Pushdown Automaton

Construction: Item Pushdown Automaton M_G^L

- Reconstruct a **Leftmost derivation**.
- Expand nonterminals using a rule.
- Verify successively, that the chosen rule matches the input.

⇒ The states are now **Items** (= rules with a **bullet**):

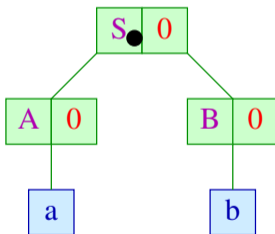
$$[A \rightarrow \alpha \bullet \beta], \quad A \rightarrow \alpha \beta \in P$$

The bullet marks the spot, how far the rule is already processed

Item Pushdown Automaton – Example

Our example:

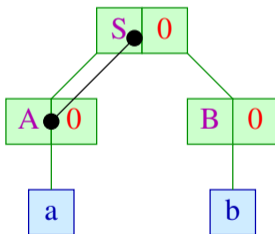
$$S \rightarrow AB^0 \quad A \rightarrow a^0 \quad B \rightarrow b^0$$



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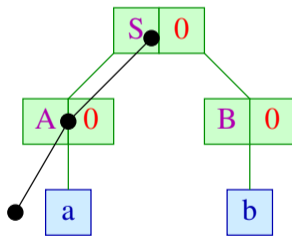
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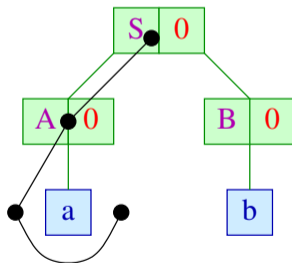
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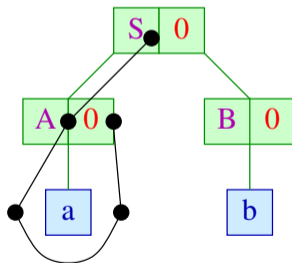
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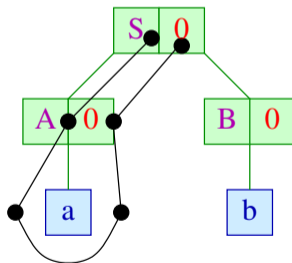
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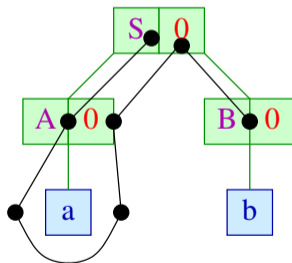
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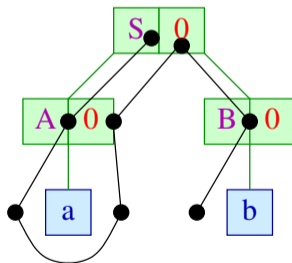
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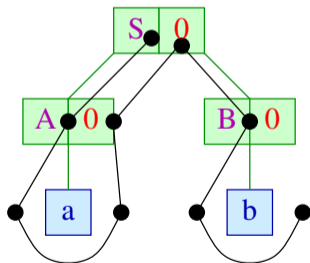
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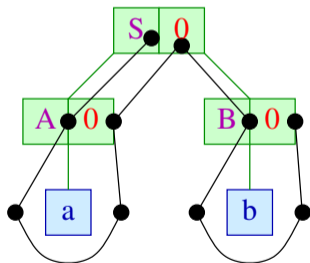
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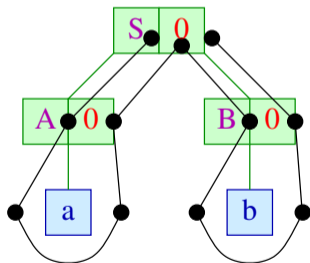
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Item Pushdown Automaton – Example

Our example:

$S \rightarrow AB^0$ $A \rightarrow a^0$ $B \rightarrow b^0$



Item Pushdown Automaton – Example

We add another rule $S' \rightarrow S \$$ for initialising the construction:

Start state: $[S' \rightarrow \bullet S \$]$

End state: $[S' \rightarrow S \bullet \$]$

Transition relations:

$[S' \rightarrow \bullet S \$]$	ϵ	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet A B]$
$[S \rightarrow \bullet A B]$	ϵ	$[S \rightarrow \bullet A B] [A \rightarrow \bullet a]$
$[A \rightarrow \bullet a]$	a	$[A \rightarrow a \bullet]$
$[S \rightarrow \bullet A B] [A \rightarrow a \bullet]$	ϵ	$[S \rightarrow A \bullet B]$
$[S \rightarrow A \bullet B]$	ϵ	$[S \rightarrow A \bullet B] [B \rightarrow \bullet b]$
$[B \rightarrow \bullet b]$	b	$[B \rightarrow b \bullet]$
$[S \rightarrow A \bullet B] [B \rightarrow b \bullet]$	ϵ	$[S \rightarrow A B \bullet]$
$[S' \rightarrow \bullet S \$] [S \rightarrow A B \bullet]$	ϵ	$[S' \rightarrow S \bullet \$]$

Item Pushdown Automaton

The item pushdown automaton M_G^L has three kinds of transitions:

Expansions: $([A \rightarrow \alpha \bullet B \beta], \epsilon, [A \rightarrow \alpha \bullet B \beta] [B \rightarrow \bullet \gamma])$ for
 $A \rightarrow \alpha B \beta, B \rightarrow \gamma \in P$

Shifts: $([A \rightarrow \alpha \bullet a \beta], a, [A \rightarrow \alpha a \bullet \beta])$ for $A \rightarrow \alpha a \beta \in P$

Reduces: $([A \rightarrow \alpha \bullet B \beta] [B \rightarrow \gamma \bullet], \epsilon, [A \rightarrow \alpha B \bullet \beta])$ for
 $A \rightarrow \alpha B \beta, B \rightarrow \gamma \in P$

Items of the form: $[A \rightarrow \alpha \bullet]$ are also called **complete**

The item pushdown automaton shifts the bullet around the derivation tree ...

Item Pushdown Automaton

Discussion:

- The **expansions** of a computation form a **leftmost derivation**
- Unfortunately, the expansions are chosen **nondeterministically**
- For proving correctness of the construction, we show that for every Item $[A \rightarrow \alpha \bullet B \beta]$ the following holds:

$$([A \rightarrow \alpha \bullet B \beta], w) \vdash^* ([A \rightarrow \alpha B \bullet \beta], \epsilon) \quad \text{iff} \quad B \rightarrow^* w$$

- **LL-Parsing** is based on the item pushdown automaton and tries to make the expansions deterministic ...

Item Pushdown Automaton

Example: $S' \rightarrow S \$$ $S \rightarrow \epsilon \mid a S b$

The transitions of the according Item Pushdown Automaton:

0	$[S' \rightarrow \bullet S \$]$	ϵ	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet]$
1	$[S' \rightarrow \bullet S \$]$	ϵ	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet a S b]$
2	$[S \rightarrow \bullet a S b]$	a	$[S \rightarrow a \bullet S b]$
3	$[S \rightarrow a \bullet S b]$	ϵ	$[S \rightarrow a \bullet S b] [S \rightarrow \bullet]$
4	$[S \rightarrow a \bullet S b]$	ϵ	$[S \rightarrow a \bullet S b] [S \rightarrow \bullet a S b]$
5	$[S \rightarrow a \bullet S b] [S \rightarrow \bullet]$	ϵ	$[S \rightarrow a S \bullet b]$
6	$[S \rightarrow a \bullet S b] [S \rightarrow a S b \bullet]$	ϵ	$[S \rightarrow a S \bullet b]$
7	$[S \rightarrow a S \bullet b]$	b	$[S \rightarrow a S b \bullet]$
8	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet]$	ϵ	$[S' \rightarrow S \bullet \$]$
9	$[S' \rightarrow \bullet S \$] [S \rightarrow a S b \bullet]$	ϵ	$[S' \rightarrow S \bullet \$]$

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Conflicts arise between the transitions (0, 1) and (3, 4), resp..

Topdown Parsing

Problem:

Conflicts between the transitions prohibit an implementation of the item pushdown automaton as deterministic pushdown automaton.

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For each conflict, we create a virtual copy of the complete configuration and continue computing in parallel.

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Idea 2: Recursive Descent & Backtracking

Depth-first search for an appropriate derivation.

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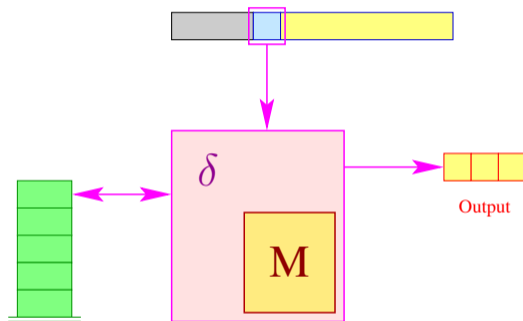
Idea 2: Recursive Descent & Backtracking

Depth-first search for an appropriate derivation.

Idea 3: Recursive Descent & Lookahead

Conflicts are resolved by considering a lookup of the next input symbols.

Structure of the $LL(1)$ -Parser:



- The parser accesses a frame of length 1 of the input;
- it corresponds to an item pushdown automaton, essentially;
- table $M[q, w]$ contains the rule of choice.

Topdown Parsing

Idea:

- Emanate from the item pushdown automaton
- Consider **the next input symbol** to determine the appropriate rule for the next expansion
- A grammar is called $LL(1)$ if a unique choice is always possible

Topdown Parsing

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- A grammar is called ***LL(1)*** if a unique choice is always possible

Definition:

A reduced grammar is called ***LL(1)***, if for each two distinct rules $A \rightarrow \alpha$, $A \rightarrow \alpha' \in P$ and each derivation $S \xrightarrow{*}_L u A \beta$ with $u \in T^*$ the following is valid:

$$\text{First}_1(\alpha \beta) \cap \text{First}_1(\alpha' \beta) = \emptyset$$



Philip Lewis



Richard Stearns

Topdown Parsing

Example 1:

$$\begin{aligned} S &\rightarrow \text{if } (E) S \text{ else } S \mid \\ &\quad \text{while } (E) S \mid \\ &\quad E ; \\ E &\rightarrow \text{id} \end{aligned}$$

is $LL(1)$, since $\text{First}_1(E) = \{\text{id}\}$

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... is not $LL(k)$ for any $k > 0$.

Lookahead Sets

Definition: First₁-Sets

For a set $L \subseteq T^*$ we define:

$$\text{First}_1(L) = \{\epsilon \mid \epsilon \in L\} \cup \{u \in T \mid \exists v \in T^* : uv \in L\}$$

Example: $S \rightarrow \epsilon \mid aSb$

$\text{First}_1(\llbracket S \rrbracket)$
ϵ
ab
$abbb$
$abbbb$
\dots

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Example: $S \rightarrow \epsilon \mid aSb$

First ₁ ([S])
ϵ
ab
$abbb$
$abbbb$
...

≡ the yield's prefix of length 1

Lookahead Sets

Arithmetics:

$\text{First}_1(_)$ is **distributive** with union and concatenation:

$$\begin{aligned}\text{First}_1(\emptyset) &= \emptyset \\ \text{First}_1(L_1 \cup L_2) &= \text{First}_1(L_1) \cup \text{First}_1(L_2) \\ \text{First}_1(L_1 \cdot L_2) &= \text{First}_1(\text{First}_1(L_1) \cdot \text{First}_1(L_2)) \\ &:= \text{First}_1(L_1) \odot_1 \text{First}_1(L_2)\end{aligned}$$

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\odot_1 being 1 – concatenation

Definition: 1-concatenation

Let $L_1, L_2 \subseteq T \cup \{\epsilon\}$ with $L_1 \neq \emptyset \neq L_2$. Then:

$$L_1 \odot_1 L_2 = \begin{cases} L_1 & \text{if } \epsilon \notin L_1 \\ (L_1 \setminus \{\epsilon\}) \cup L_2 & \text{otherwise} \end{cases}$$

If all rules of G are productive, then all sets $\text{First}_1(A)$ are non-empty.

Lookahead Sets

For $\alpha \in (N \cup T)^*$ we are interested in the set:

$$\text{First}_1(\alpha) = \text{First}_1(\{w \in T^* \mid \alpha \xrightarrow{*} w\})$$

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Idea: Treat ϵ separately: $\text{First}_1(A) = F_\epsilon(A) \cup \{\epsilon \mid A \rightarrow^* \epsilon\}$

- Let $\text{empty}(X) = \text{true}$ iff $X \rightarrow^* \epsilon$.
- $F_\epsilon(X_1 \dots X_m) = F_\epsilon(X_1) \cup \dots \cup F_\epsilon(X_j)$ if $\neg \text{empty}(X_j) \wedge \bigwedge_{i=1}^{j-1} \text{empty}(X_i)$

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We characterize the ϵ -free First_1 -sets with an inequality system:

$$\begin{aligned} F_\epsilon(a) &= \{a\} && \text{if } a \in T \\ F_\epsilon(A) &\supseteq F_\epsilon(X_j) && \text{if } A \rightarrow X_1 \dots X_m \in P, \text{empty}(X_1) \wedge \dots \wedge \text{empty}(X_{j-1}) \end{aligned}$$

Lookahead Sets

for example...

$$\begin{array}{l} E \rightarrow E + T \quad | \quad T \\ T \rightarrow T * F \quad | \quad F \\ F \rightarrow (E) \quad | \quad \text{name} \quad | \quad \text{int} \end{array}$$

with $\text{empty}(E) = \text{empty}(T) = \text{empty}(F) = \text{false}$

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with $\text{empty}(E) = \text{empty}(T) = \text{empty}(F) = \text{false}$

... we obtain:

$$\begin{array}{l} F_{\epsilon}(S') \supseteq F_{\epsilon}(E) \quad F_{\epsilon}(E) \supseteq F_{\epsilon}(E) \\ F_{\epsilon}(E) \supseteq F_{\epsilon}(T) \quad F_{\epsilon}(T) \supseteq F_{\epsilon}(T) \\ F_{\epsilon}(T) \supseteq F_{\epsilon}(F) \quad F_{\epsilon}(F) \supseteq \{ (, \text{name}, \text{int}) \} \end{array}$$

Fast Computation of Lookahead Sets

Observation:

- The form of each inequality of these systems is:

$$x \supseteq y \quad \text{resp.} \quad x \supseteq d$$

for variables x, y and $d \in D$.

- Such systems are called **pure unification problems**
- Such problems can be solved in **linear** space/time.

for example: $D = 2^{\{a,b,c\}}$

$$x_0 \supseteq \{a\}$$

$$x_1 \supseteq \{b\}$$

$$x_2 \supseteq \{c\}$$

$$x_3 \supseteq \{c\}$$

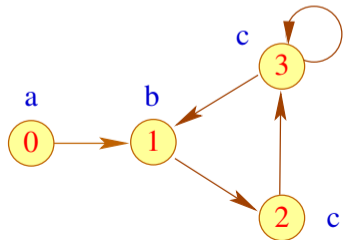
$$x_1 \supseteq x_0$$

$$x_2 \supseteq x_1$$

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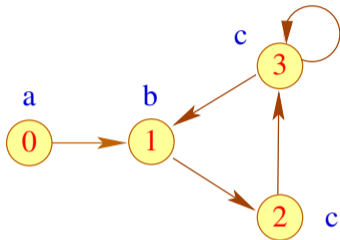
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Fast Computation of Lookahead Sets



Frank DeRemer
& Tom Pennello



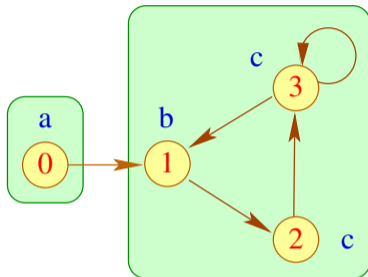
Proceeding:

- Create the **Variable Dependency Graph** for the inequality system.

Fast Computation of Lookahead Sets



Frank DeRemer
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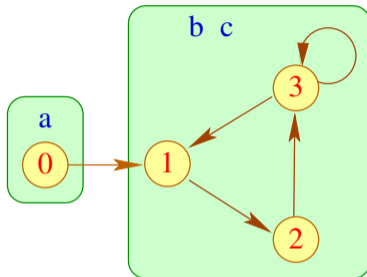
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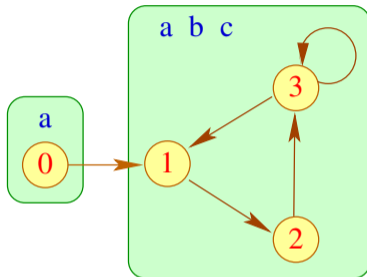
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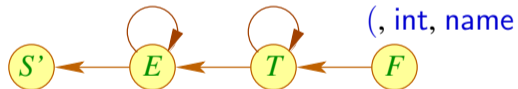
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- Is there no ingoing edge for an SCC, its value is computed via the smallest upper bound of all values within the SCC
- In case of ingoing edges, their values are also to be considered for the upper bound

Fast Computation of Lookahead Sets

... for our example grammar:

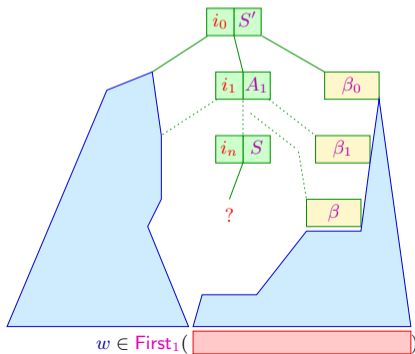
First_1 :



Item Pushdown Automaton as LL(1)-Parser

context is relevant too: $S' \rightarrow S \$$ $S \rightarrow \epsilon^0 \mid a S b^1$

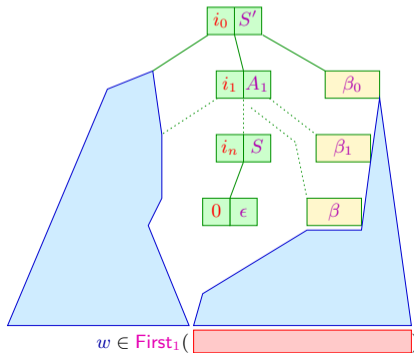
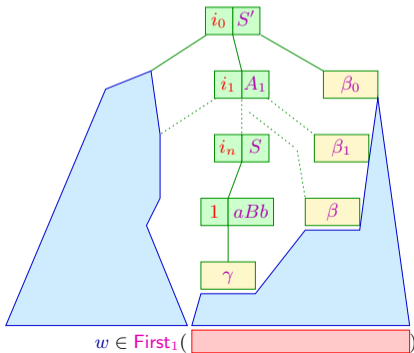
$\text{First}_1(\text{input})$	\$	a	b
S	?	?	?



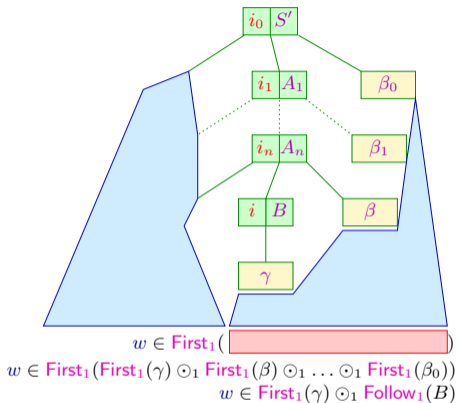
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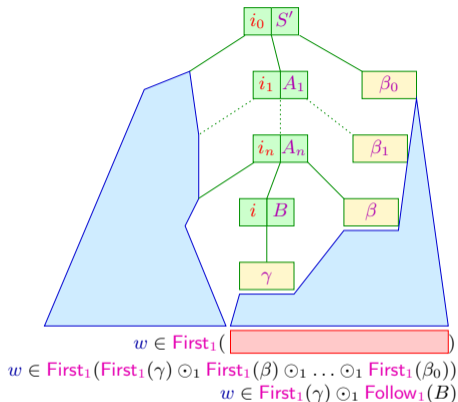
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Item Pushdown Automaton as LL(1)-Parser



Item Pushdown Automaton as LL(1)-Parser



Inequality system for $\text{Follow}_1(B) = \text{First}_1(\beta) \odot_1 \dots \odot_1 \text{First}_1(\beta_0)$

$$\text{Follow}_1(S) \supseteq \{\$ \}$$

$$\text{Follow}_1(B) \supseteq F_\epsilon(X_j) \quad \text{if } A \rightarrow \alpha B X_1 \dots X_m \in P, \text{empty}(X_1) \wedge \dots \wedge \text{empty}(X_{j-1})$$

$$\text{Follow}_1(B) \supseteq \text{Follow}_1(A) \quad \text{if } A \rightarrow \alpha B X_1 \dots X_m \in P, \text{empty}(X_1) \wedge \dots \wedge \text{empty}(X_m)$$

Item Pushdown Automaton as LL(1)-Parser

Is G an $LL(1)$ -grammar, we can index a lookahead-table with items and nonterminals:

LL(1)-Lookahead Table

We set $M[B, w] = i$ with $B \rightarrow \gamma^i$ if $w \in \text{First}_1(\gamma) \odot_1 \text{Follow}_1(B)$

... for example: $S' \rightarrow S \$$ $S \rightarrow \epsilon^0 \mid a S b^1$

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$$\text{First}_1(S) = \{\epsilon, a\}$$

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... for example: $S' \rightarrow S \$$ $S \rightarrow \epsilon^0 \mid a S b^1$

$$\text{First}_1(S) = \{\epsilon, a\} \quad \text{Follow}_1(S) = \{b, \$\}$$

Item Pushdown Automaton as LL(1)-Parser

Is G an $LL(1)$ -grammar, we can index a lookahead-table with items and nonterminals:

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	\$	a	b
S	0	1	0

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The transitions of the according Item Pushdown Automaton:

0	$[S' \rightarrow \bullet S \$]$	ϵ	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet]$
1	$[S' \rightarrow \bullet S \$]$	ϵ	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet a S b]$
2	$[S \rightarrow \bullet a S b]$	a	$[S \rightarrow a \bullet S b]$
3	$[S \rightarrow a \bullet S b]$	ϵ	$[S \rightarrow a \bullet S b] [S \rightarrow \bullet]$
4	$[S \rightarrow a \bullet S b]$	ϵ	$[S \rightarrow a \bullet S b] [S \rightarrow \bullet a S b]$
5	$[S \rightarrow a \bullet S b] [S \rightarrow \bullet]$	ϵ	$[S \rightarrow a S \bullet b]$
6	$[S \rightarrow a \bullet S b] [S \rightarrow a S b \bullet]$	ϵ	$[S \rightarrow a S \bullet b]$
7	$[S \rightarrow a S \bullet b]$	b	$[S \rightarrow a S b \bullet]$
8	$[S' \rightarrow \bullet S \$] [S \rightarrow \bullet]$	ϵ	$[S' \rightarrow S \bullet \$]$
9	$[S' \rightarrow \bullet S \$] [S \rightarrow a S b \bullet]$	ϵ	$[S' \rightarrow S \bullet \$]$

Lookahead table:

	$\$$	a	b
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Left Recursion

Attention:

Many grammars are not $LL(k)$!

A reason for that is:

Definition

Grammar G is called **left-recursive**, if

$$A \rightarrow^+ A\beta \quad \text{for an } A \in N, \beta \in (T \cup N)^*$$

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Example:

$$\begin{array}{l} E \rightarrow E + T \quad | \quad T \\ T \rightarrow T * F \quad | \quad F \\ F \rightarrow (E) \quad | \quad \text{name} \quad | \quad \text{int} \end{array}$$

... is left-recursive

Left Recursion

Theorem:

Let a grammar G be reduced and left-recursive, then G is not $LL(k)$ for any k .

Proof:

Let wlog. $A \rightarrow A\beta \mid \alpha \in P$
and A be reachable from S

Assumption: G is $LL(k)$

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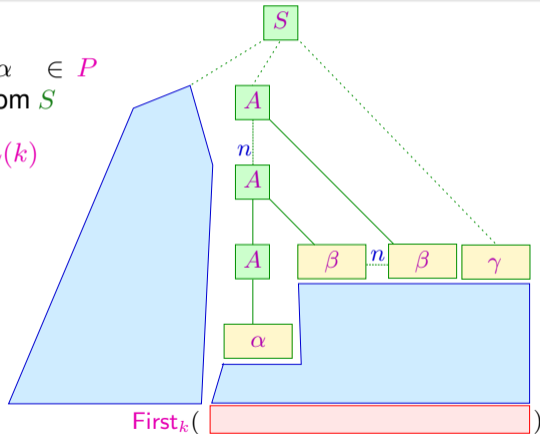
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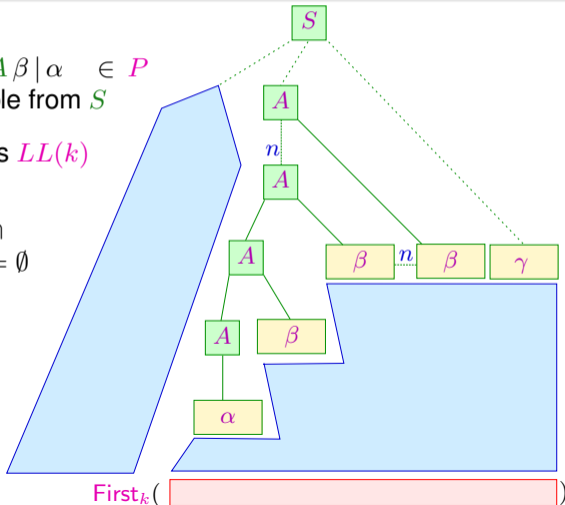
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Case 1: $\beta \rightarrow^* \epsilon$ — Contradiction !!!

Case 2: $\beta \rightarrow^* w \neq \epsilon \implies \text{First}_k(\alpha w^k \gamma) \cap \text{First}_k(\alpha w^{k+1} \gamma) \neq \emptyset$

Right-Regular Context-Free Parsing

Recurring scheme in programming languages: Lists of sth...

$$S \rightarrow b \mid S a b$$

Alternative idea: Regular Expressions

$$S \rightarrow (b a)^* b$$

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Definition: Right-Regular Context-Free Grammar

A **right-regular context-free grammar (RR-CFG)** is a

4-tuple $G = (N, T, P, S)$ with:

- N the set of **nonterminals**,
- T the set of **terminals**,
- P the set of **rules** with **regular expressions of symbols** as rhs,
- $S \in N$ the **start symbol**

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Example: Arithmetic Expressions

$$\begin{aligned} S &\rightarrow E \\ E &\rightarrow T (+ T)^* \\ T &\rightarrow F (* F)^* \\ F &\rightarrow (E) \mid \text{name} \mid \text{int} \end{aligned}$$

Idea 1: Rewrite the rules from G to $\langle G \rangle$:

A	\rightarrow	$\langle \alpha \rangle$	if	$A \rightarrow \alpha \in P$
$\langle \alpha \rangle$	\rightarrow	α	if	$\alpha \in N \cup T$
$\langle \epsilon \rangle$	\rightarrow	ϵ		
$\langle \alpha^* \rangle$	\rightarrow	$\epsilon \mid \langle \alpha \rangle \langle \alpha^* \rangle$	if	$\alpha \in \text{Regex}_{T,N}$
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... and generate the according LL(k)-Parser $M_{\langle G \rangle}^L$

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Reinhold Heckmann

Definition:

An *RR-CFG* G is called *RLL(1)*,
if the corresponding CFG $\langle G \rangle$ is an *LL(1)* grammar.

Discussion

- directly yields the table driven parser $M_{\langle G \rangle}^L$ for *RLL(1)* grammars
- however: mapping regular expressions to recursive productions unnecessarily strains the stack
→ instead directly construct automaton in the style of Berry-Sethi

Idea 2: Recursive Descent RLL Parsers:

Recursive descent RLL(1)-parsers are an alternative to table-driven parsers; apart from the usual function `scan()`, we generate a program frame with the lookahead function `expect()` and the main parsing method `parse()`:

```
int next;
void expect(Set E){
    if ( $\{\epsilon, \text{next}\} \cap E = \emptyset$ ){
        cerr << "Expected" << E << "found" << next;
        exit(0);
    }
    return ;
}
void parse(){
    next = scan();
    expect(First1(S));
    S();
    expect({EOF});
}
```

Idea 2: Recursive Descent RLL Parsers:

For each $A \rightarrow \alpha \in P$, we introduce:

```
void A(){  
    generate( $\alpha$ )  
}
```

with the meta-program *generate* being defined by structural decomposition of α :

```
 $generate(r_1 \dots r_k)$  =  $generate(r_1)$   
                        expect(First1( $r_2$ )) ;  
                         $generate(r_2)$   
                        ⋮  
                        expect(First1( $r_k$ )) ;  
                         $generate(r_k)$   
 $generate(\epsilon)$       = ;  
 $generate(a)$         = next = scan();  
 $generate(A)$         = A();
```

Idea 2: Recursive Descent RLL Parsers:

```
generate( $r^*$ )           = while ( next  $\in F_\epsilon(r)$ ) {  
                           generate( $r$ )  
                           }  
generate( $r_1 \mid \dots \mid r_k$ ) = switch(next) {  
                           labels( $\text{First}_1(r_1)$ ) generate( $r_1$ ) break ;  
                           :  
                           labels( $\text{First}_1(r_k)$ ) generate( $r_k$ ) break ;  
                           }  
labels( $\{\alpha_1, \dots, \alpha_m\}$ ) = label( $\alpha_1$ ): ... label( $\alpha_m$ ):  
label( $\alpha$ )                       = case  $\alpha$   
label( $\epsilon$ )                       = default
```

Topdown-Parsing

Discussion

- A practical implementation of an $RLL(1)$ -parser via **recursive descent** is a straight-forward idea
- However, **only a subset** of the deterministic contextfree languages can be parsed this way.
- As soon as $First_1(_)$ sets are not disjoint any more,

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- A practical implementation of an $RLL(1)$ -parser via **recursive descent** is a straight-forward idea
- However, **only a subset** of the deterministic contextfree languages can be parsed this way.
- As soon as $First_1(_)$ sets are not disjoint any more,
 - **Solution 1:** For many accessibly written grammars, the alternation between right hand sides happens too early. Keeping the common prefixes of right hand sides joined and introducing a new production for the actual diverging sentence forms often helps.
 - **Solution 2:** Introduce **ranked** grammars, and decide conflicting lookahead always in favour of the higher ranked alternative
 - relation to LL parsing not so clear any more
 - not so clear for $_*$ operator how to decide
 - **Solution 3:** Going from $LL(1)$ to $LL(k)$
The size of the occurring sets is rapidly increasing with larger k
Unfortunately, even $LL(k)$ parsers are not sufficient to accept all deterministic contextfree languages. (regular lookahead $\rightarrow LL(*)$)
- In practical systems, this often motivates the implementation of $k = 1$ only ...