# Lecture 2: Context-free grammars, recursive descent parsing

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601.428/628 Compilers and Interpreters



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Context-free grammars, derivations, parse trees

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- Recursive descent parsing
- Expression grammars
- Ambiguity
- Operator precedence and associativity

## Context-free grammars, parse trees

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- Context-free grammars are the most common way of describing the syntax of a programming language
- If a source module conforms to the language's grammar rules, it is syntactically valid

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Which doesn't imply that it's semantically valid

- The input string is a sequence of terminal symbols
  - For an interpreter or compiler, the terminal symbols are the input tokens scanned by the lexical analyzer
- ► The grammar is a set of *productions*:
  - One nonterminal symbol on the left hand side
  - Sequence of zero or more terminal and/or nonterminal symbols on the right hand side
- The grammar has one nonterminal *start symbol*
- An input string is in the language specified by the grammar if it can be derived from the grammar

## Example context-free grammar

Nonterminal symbol: E (start symbol)

Terminal symbols: 
$$\begin{bmatrix} i & n + - * / = \end{bmatrix}$$
  
(note that 'i' and 'n' mean 'identifier' and 'number')

## 

$$E \rightarrow - E E$$
$$E \rightarrow * E E$$
$$E \rightarrow / E E$$
$$E \rightarrow = i E$$
$$E \rightarrow i$$
$$E \rightarrow n$$

Deriving a string means:

- ▶ The *working string* initially consists of the start symbol
- ► Repeatedly:
  - Choose a nonterminal symbol in the working string, and a production with that nonterminal symbol on its left hand side
  - Replace the chosen nonterminal symbol in the working string with the sequence of symbols on the right hand side of the production

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The process ends when the working string has no terminal symbols remaining

Input string: 
$$+ - 415$$

(Note that [4], [1], and [5] are occurrences of the 'n' terminal symbol, so really we are deriving [+ - n n n])

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Working string Production

E

Input string: 
$$+ - 415$$

(Note that [4], [1], and [5] are occurrences of the 'n' terminal symbol, so really we are deriving [+ - n n n])

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Input string: 
$$+ - 415$$

(Note that [4], [1], and [5] are occurrences of the 'n' terminal symbol, so really we are deriving [+ - n n n])

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 $\begin{array}{ll} \mbox{Working string} & \mbox{Production} \\ \hline \underline{E} & E \rightarrow + E E \\ + \underline{E} E & E \rightarrow - E E \\ + - \underline{E} E E \end{array}$ 

(Note that 4, 1, and 5 are occurrences of the 'n' terminal symbol, so really we are deriving | - n n n |)

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Working string	Production
Ē	$E \to + \:E \:E$
+ <u>E</u> E	$E  ightarrow$ - $E \ E$
+ - <u>E</u> E E	$E \to n$
+ - n E E	

(Note that 4, 1, and 5 are occurrences of the 'n' terminal symbol, so really we are deriving | - n n n |)

Working string	Production
E	$E \to + E \: E$
+ <u>E</u> E	E  ightarrow - $E  m E$
+ - <u>E</u> E E	$E \to n$
+ - n <u>E</u> E	$E \to n$
+ - n n E	

Input string: 
$$+ - 415$$

(Note that  $\boxed{4}$ ,  $\boxed{1}$ , and  $\boxed{5}$  are occurrences of the 'n' terminal symbol, so really we are deriving  $\boxed{+ - n n n}$ )

Working string	Production
Ē	$E \to + \:E \:E$
+ <u>E</u> E	E  ightarrow - $E  m E$
+ - <u>E</u> E E	$E \to n$
+ - n <u>E</u> E	$E \to n$
+ - n n <u>E</u>	$E \to n$
+ - n n n	



A *parse tree* is a data structure reflecting the productions applied in a derivation:

- The start symbol is the root
- Applying a production attaches new nodes the symbols on the right hand side of the production — to the node representing the production's left hand side nonterminal symbol

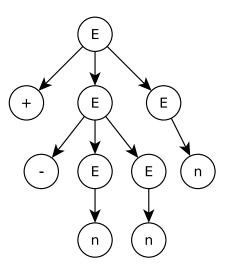
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It sounds more complicated than it is, let's do it for the example derivation

Working string	Production
E	$E \to + E \: E$
+ <u>E</u> E	$E  ightarrow$ - $E \ E$
+ - <u>E</u> E E	$E \to n$
+ - n <u>E</u> E	$E \to n$
+ - n n <u>E</u>	$E \to n$
+ - n n n	

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Working string	Production
E	$E \to + \:E \:E$
+ <u>E</u> E	$E  ightarrow$ - $E \ E$
+ - <u>E</u> E E	$E \to n$
+ - n <u>E</u> E	$E \to n$
+ - n n <u>E</u>	$E \to n$
+ - n n n	



OK, so what does any of this have to do with compilers and interpreters?

The idea is that we can carefully design a language's grammar:

- Each nonterminal symbol corresponds to a syntactic construct in the language, e.g., "E" means "prefix expression"
- The structure of the parse tree corresponds to the structure of the program, e.g., when the first child of an "E" node is "+", it's an addition

The idea that semantic properties follow from syntax is sometimes referred to as "syntax-directed translation"

**Important point**: in general many different context-free grammars can describe the same language, but not every grammar will correctly represent the intended meaning of derived strings

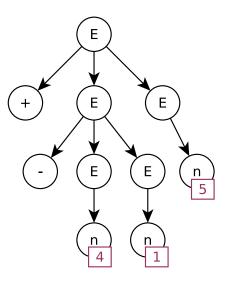
### Demonstration that parse trees are useful

Consider our example parse tree

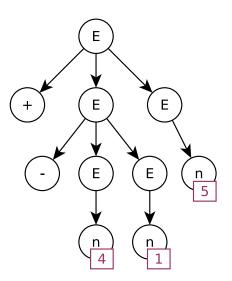
Note that we've annotated the 'n' terminal nodes with their lexemes (recall that the original string was + - 415)

Two ideas:

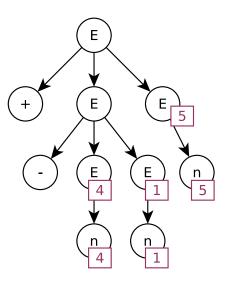
- ► The 'n' nodes are literal values
- We can propagate values up towards the root, applying operations, until we know the value of the root node



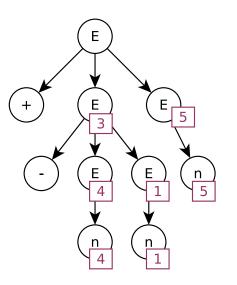
Start



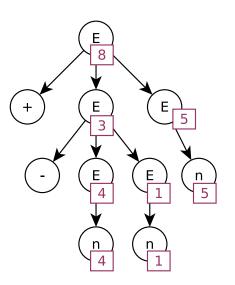
#### Propagate literal values



#### Do the subtraction



Do the addition



## Parsing, recursive descent

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Parsing is the process of finding a derivation for an input string

Since compilers and interpreters are programs, we will need a *parsing algorithm* to automate this

Today we'll introduce *recursive descent* parsing, an incredibly useful and fairly easy ad-hoc parsing technique

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Basic ideas:

- Each nonterminal symbol has a *parse function*
- The goal of a parse function is to apply one production with its nonterminal on the left hand side
  - E.g., the parse function for the E nonterminal will try to apply a production with E on the left hand side
- Applying a production means, for each symbol on the right hand side of the production:
  - If it's a terminal symbol, use the lexer to consume it (advancing to the next input token); if the wrong kind of terminal is consumed, or if the lexer has reached end of input, report an error
  - If it's a nonterminal symbol, call its parse function

How does a parse function choose which production to apply?

- ► If there is only one possible production, apply it unconditionally
- Otherwise, call the lexer's "peek" function to see what the next token will be, and use that to make a decision

Ideal case is when all of the possible productions are distinguished by a unique first terminal symbol on the right hand side

In this case, the "peek" operation should identify a unique production (or indicate that there is no valid production)

In reality, it's sometimes a bit more complicated

In practice, many grammars will require some cleverness:

- Two productions might share a common "prefix" of right hand side symbols
  - In this case, can "partially" apply both productions, until we reach a point where they can be distinguished
- There can be productions with a *nonterminal* symbol as the first right hand side symbol
  - The lexer can only predict what *terminal* symbols appear next in the input
  - "First sets" can allow the parser to make predictions about nonterminals, more on this idea soon
- An *epsilon production* has no symbols on the right hand side
  - The parser should apply an epsilon production only if no other (non-epsilon) production makes sense

## Recursive descent parser implementation

From pfxcalc program: https://github.com/daveho/pfxcalc/

Terminal symbols: i n + - \* / = ;

Nonterminal symbols: U E

Grammar:

$$U \rightarrow E ; U$$

$$U \rightarrow E$$

$$E \rightarrow + E E$$

$$E \rightarrow - E E$$

$$E \rightarrow * E E$$

$$E \rightarrow / E E$$

$$E \rightarrow = i E$$

$$E \rightarrow i$$

$$E \rightarrow n$$

The pfxcalc program's parser (Parser instance) builds a parse tree from the input

Each parse function will return a Node instance that is the root of a portion of the parse tree

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Once the parse tree is complete, it interprets it directly to compute a result

This is the entry point to the parser

```
Node *Parser::parse() {
    // U is the start symbol
    return parse_U();
}
```

## parse\_U member function

```
Node *Parser::parse_U() {
   std::unique_ptr<Node> u(new Node(NODE_U));
```

```
// U -> ^ E :
// U -> ^ E ; U
u->append kid(parse E());
u->append kid(expect(TOK SEMICOLON));
// U -> E : ^
// U -> E : ^ U
if (m lexer->peek() != nullptr) {
  // there is more input, so the sequence of expressions continues
  u->append_kid(parse_U());
}
```

```
return u.release();
}
```

- There are two productions on U, but they both start with E, so parse\_E is called unconditionally
- The expect member function consumes a specific token, reporting an error if the expected token is not available
- Comments indicate the productions that are viable, with a caret (<sup>^</sup>) indicating which part of the productions have been applied; this is *super* helpful for reasoning about what a parse function is doing
- After the semicolon is consumed, we're either done, or the second production needs to expand a U to continue recursively (if there are more prefix expressions)
  - The parser assumes that if it hasn't reached end of input, then there are more expressions

## parse\_E function

```
Node *Parser::parse_E() {
    // read the next terminal symbol
    Node *next_terminal = m_lexer->next();
```

```
std::unique_ptr<Node> e(new Node(NODE_E));
```

```
int tag = next_terminal->get_tag();
```

The function starts by consuming one token, and checking its tag (token kind)

Note that

- 1. Lexer::next throws an exception if the end of input is reached
- 2. reaching end of input is an error, because there is no epsilon production on E

```
if (tag == TOK_INTEGER_LITERAL || tag == TOK_IDENTIFIER) {
    // E -> <int_literal> ^
    // E -> <identifier> ^
    e->append_kid(next_terminal);
```

If the token was an integer literal (n) or identifier (i) then we've completed a production (integer literal or variable reference)

```
} else if (tag == TOK_ASSIGN) {
   // E -> = ^ <identifier> E
   e->append_kid(next_terminal);
   e->append_kid(expect(TOK_IDENTIFIER));
   e->append_kid(parse_E());
```

The assignment operator requires an identifier (naming the variable being assigned) followed by an expression (which computes the value being assigned)

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The binary operators require two subexpressions (to compute the operand values)

## parse\_E function (continued)

}

```
} else {
   SyntaxError::raise(next_terminal->get_loc(),
        "Illegal expression (at '%s')", next_terminal->get_str().c_str());
}
return e.release();
```

If no valid production was found, it is extremely important to report an error rather than continuing!

If a production was successfully applied, the parse node (root of the E subtree) is returned

#### Is it necessary for the parser to build a parse tree?

Having the parser build a parse tree is not the only way to make the parser useful

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- It could build an abstract syntax tree (more about this soon)
- It could do computations immediately, as the input is parsed

- Our interpreters and compilers will build full parse trees
- They represent the input exactly
- ► They are important evidence that the parser is working correctly

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They are very useful for debugging

The pfxcalc program has a treeprint module for printing a textual representation of a tree

The -p option causes the program to print the parse tree of the input

Example shown on right

This is very useful for debugging

```
$ echo "= a 4; * a 5;" | ./pfxcalc -p
U
+--E
   +--ASSIGN[=]
   +--IDENTIFIER[a]
   +--E
      +--INTEGER_LITERAL[4]
+--SEMICOLON[:]
+--U
   +--E
     +--TIMES[*]
      +--E
      | +--IDENTIFIER[a]
      +--E
         +--INTEGER LITERAL[5]
   +--SEMICOLON[:]
```

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# Infix expressions

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Prefix expressions are fine, but mathematical notation traditionally uses *infix* notation, where the operator is between the operands

How do we handle these?



$$E \rightarrow E + E$$
$$E \rightarrow E - E$$
$$E \rightarrow E * E$$
$$E \rightarrow E / E$$
$$E \rightarrow i = E$$
$$E \rightarrow i$$
$$E \rightarrow n$$

Once again, 'i' is an identifier and 'n' is an integer literal

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Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

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Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

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Working string Production

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Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

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 $\begin{tabular}{ccc} \hline Working string & Production \\ \hline \underline{E} & E \rightarrow E + E \\ \hline \underline{E} + E \end{tabular}$ 

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

Working string	Production
E	$E \rightarrow E + E$
$\underline{E} + E$	$E \to n$
n + <u>E</u>	

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

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Working string	Production
Ē	$E\toE+E$
<u>E</u> + E	$E \to n$
n + <u>E</u>	$E \to E * E$
n + <u>E</u> * E	

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

Working string	Production
Ē	$E\toE+E$
$\underline{E} + E$	$E \to n$
n + <u>E</u>	$E \to E * E$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	

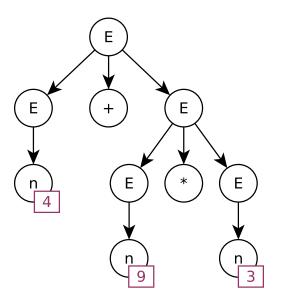
Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

Working string	Production
Ē	$E\toE+E$
$\underline{E} + E$	$E \to n$
n + <u>E</u>	$E \to E * E$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	$E \to n$
n + n * n	



Derivation for 
$$4 + 9 * 3$$
  
(really,  $n + n * n$ )

Working string	Production
Ē	$E \rightarrow E + E$
$\underline{E} + E$	$E \to n$
n + <u>E</u>	$E \to E * E$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	$E \to n$
n + n * n	



Another derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

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Working string Production

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Another derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

Working stringProductionE $E \rightarrow E * E$ E \* E



Another derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

Working string	Production
E	$E \rightarrow E * E$
<u>E</u> * E	$E\toE+E$
<u>E</u> + E * E	

Another derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

Working string	Production
Ē	$E \rightarrow E * E$
<u>E</u> * E	$E\toE+E$
<u>E</u> + E * E	$E \to n$
n + <u>E</u> * E	

Another derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ )

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Working string	Production
Ē	$E \rightarrow E * E$
<u>E</u> * E	$E\toE+E$
<u>E</u> + E * E	$E \to n$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	

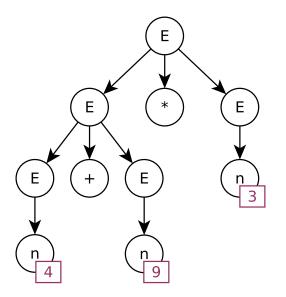
Another derivation for 
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Working string	Production
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<u>E</u> * E	$E\toE+E$
<u>E</u> + E * E	$E \to n$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	$E \to n$
n + n * n	



Derivation for 
$$4 + 9 * 3$$
  
(really,  $n + n * n$ )

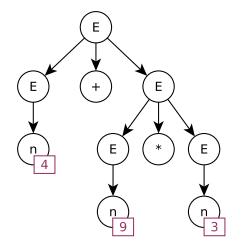
Working string	Production
E	$E \rightarrow E * E$
<u>E</u> * E	$E\toE+E$
<u>E</u> + E * E	$E \to n$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	$E \to n$
n + n * n	

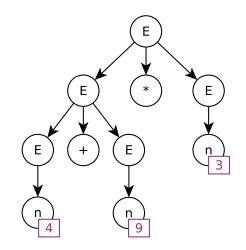


If a grammar can produce more than one parse tree for the same input string, it is *ambiguous* 

If we want the parse tree structure to encode meaning, this is bad

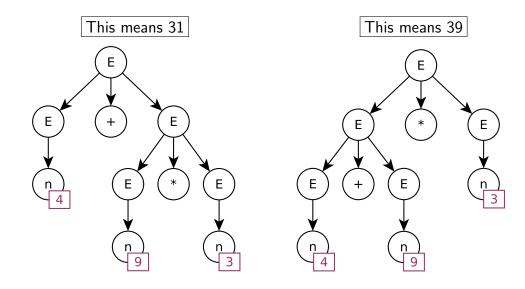
### Ambiguity leads to multiple meanings





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#### Ambiguity leads to multiple meanings



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To parse infix expressions correctly, we need:

- Correct operator precedence
  - E.g., multiplication happens before addition
- Correct operator associativity

Strategies:

- Represent different precedence levels using different nonterminals
- Left recursion yields left associativity, right recursion yields right associativity

#### A better infix expression grammar

Grammar (start symbol is A):

$$\begin{array}{lll} \mathsf{A} \rightarrow \mathsf{i} = \mathsf{A} & \mathsf{T} \rightarrow \mathsf{T} * \mathsf{F} \\ \mathsf{A} \rightarrow \mathsf{E} & \mathsf{T} \rightarrow \mathsf{T} / \mathsf{F} \\ \mathsf{E} \rightarrow \mathsf{E} + \mathsf{T} & \mathsf{T} \rightarrow \mathsf{F} \\ \mathsf{E} \rightarrow \mathsf{E} - \mathsf{T} & \mathsf{F} \rightarrow \mathsf{i} \\ \mathsf{E} \rightarrow \mathsf{T} & \mathsf{F} \rightarrow \mathsf{n} \end{array}$$

Precedence levels:

Nonterminal	Precedence	Meaning	Operators	Associativity
A	lowest	Assignment	=	right
E		Expression	+ -	left
Т		Term	* /	left
F	highest	Factor		

#### Derivation for 4 + 9 \* 3 (really, n + n \* n) using improved grammar

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Working string Production

A

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

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Working stringProduction $\underline{A}$  $A \rightarrow E$  $\underline{E}$  $A \rightarrow E$ 

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

 $\begin{array}{ll} \mbox{Working string} & \mbox{Production} \\ \hline \underline{A} & A \rightarrow E \\ \hline \underline{E} & E \rightarrow E + T \\ \hline \underline{E} + T & \\ \end{array}$ 

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

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 $\begin{array}{ll} \mbox{Working string} & \mbox{Production} \\ \hline \underline{A} & A \rightarrow E \\ \hline \underline{E} & E \rightarrow E + T \\ \hline \underline{E} + T & E \rightarrow T \\ \hline \underline{T} + T & \end{array}$ 

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

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 $\begin{array}{lll} \mbox{Working string} & \mbox{Production} \\ \hline \underline{A} & A \rightarrow E \\ \hline \underline{E} & E \rightarrow E + T \\ \hline \underline{E} + T & E \rightarrow T \\ \hline \underline{T} + T & T \rightarrow F \\ \hline F + T & \end{array}$ 

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

Working string	Production
<u>A</u>	$A\toE$
<u>E</u>	$E\toE+T$
<u>E</u> + T	$E\toT$
$\underline{T} + T$	$T \to F$
$\underline{F} + T$	$F \to n$
n + T	

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

Working string	Production
A	$A\toE$
<u>E</u>	$E\toE+T$
<u>E</u> + T	$E\toT$
$\underline{T} + T$	$T \to F$
<u>F</u> + T	$F \to n$
n + T	$T\toT*F$
n + <u>T</u> * F	

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

Working string	Production
A	$A\toE$
<u>E</u>	$E\toE+T$
<u>E</u> + T	$E \to T$
$\underline{T} + T$	$T \to F$
<u>F</u> + T	$F \to n$
$n + \underline{T}$	$T\toT*F$
n + <u>T</u> * F	$T\toF$
n + <u>F</u> * F	

Derivation for 
$$4 + 9 * 3$$
 (really,  $n + n * n$ ) using improved grammar

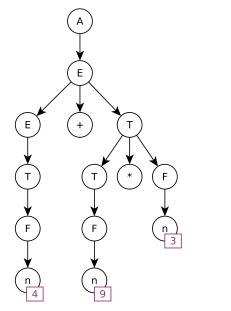
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n + T	T  ightarrow T * F
n + <u>T</u> * F	$T\toF$
n + <u>F</u> * F	$F \to n$
n + n * <u>F</u>	$F \to n$
n + n * n	



# Parse tree corresponding to the previous derivation:



- Limitations of recursive descent
- Precedence climbing