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:
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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

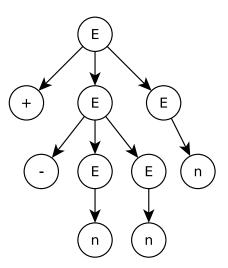
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It sounds more complicated than it is, let's do it for the example derivation

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

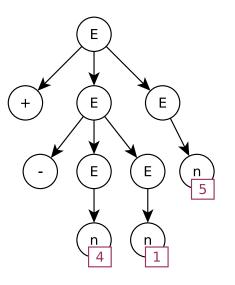
Demonstration that parse trees are useful

Consider our example parse tree

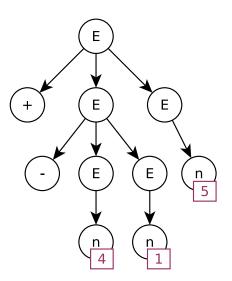
Note that we've annotated the 'n' terminal nodes with their lexemes (recall that the original string was + - 415)

Two ideas:

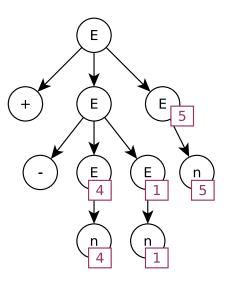
- ► The 'n' nodes are literal values
- We can propagate values up towards the root, applying operations, until we know the value of the root node



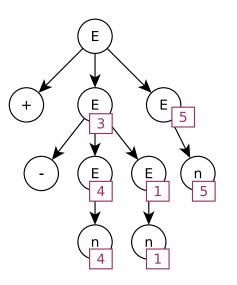
Start



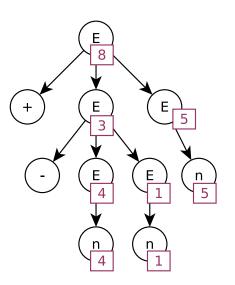
Propagate literal values



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 ([^]) 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, $n + n * n$)

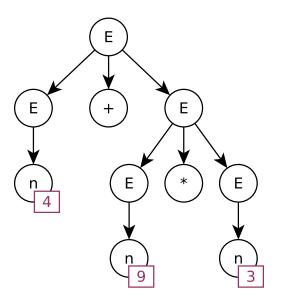
Working string	Production
Ē	$E\toE+E$
$\underline{E} + E$	$E \to n$
n + <u>E</u>	$E \to E * E$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	$E \to n$
n + n * n	



Derivation for
$$4 + 9 * 3$$

(really, $n + n * n$)

Working string	Production
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$\underline{E} + E$	$E \to n$
n + <u>E</u>	$E \to E * E$
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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
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<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
$$4 + 9 * 3$$
 (really, $n + n * n$)

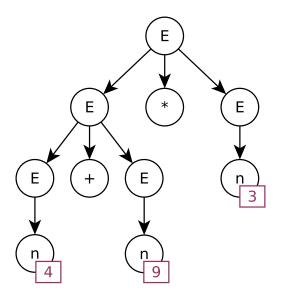
Working string	Production
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<u>E</u> + E * E	$E \to n$
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n + n * <u>E</u>	$E \to n$
n + n * n	



Derivation for
$$4 + 9 * 3$$

(really, $n + n * n$)

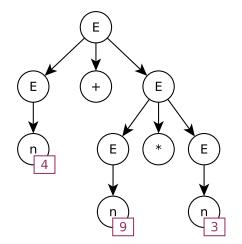
Working string	Production
E	$E \rightarrow E * E$
<u>E</u> * E	$E\toE+E$
<u>E</u> + E * E	$E \to n$
n + <u>E</u> * E	$E \to n$
n + n * <u>E</u>	$E \to n$
n + n * n	

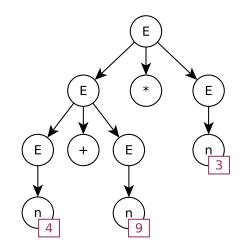


If a grammar can produce more than one parse tree for the same input string, it is *ambiguous*

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

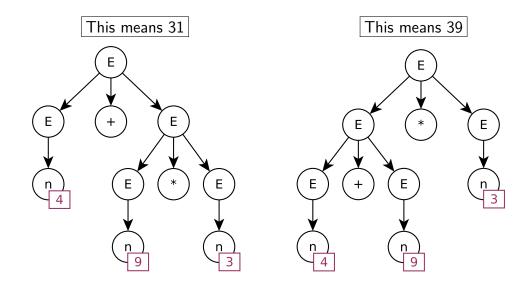
Ambiguity leads to multiple meanings





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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

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

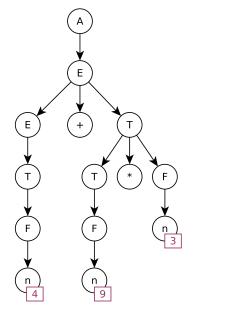
Working string	Production
<u>A</u>	$A\toE$
<u>E</u>	$E\toE+T$
<u>E</u> + T	$E \to T$
$\underline{T} + T$	$T\toF$
$\underline{F} + T$	$F \to n$
$n + \underline{T}$	$T\toT*F$
n + <u>T</u> * F	$T\toF$
n + <u>F</u> * F	$F \to n$
n + n * <u>F</u>	

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

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