

Prediction

We want to avoid trying productions that can't possibly work.

For example, if the current token to be parsed is an identifier, it is useless to try a production that begins with an integer literal.

Before we try a production, we'll consider the set of terminals it might initially produce. If the current token is in this set, we'll try the production.

If it isn't, there is no way the production being considered could be part of the parse, so we'll ignore it.

A predict function will tell us the set of tokens that might be initially generated from any production.

For $A \rightarrow X_1 \dots X_n$, $\text{Predict}(A \rightarrow X_1 \dots X_n)$
 = Set of all initial (first) tokens
 derivable from $A \rightarrow X_1 \dots X_n =$
 $\{a \text{ in } V_t \mid A \rightarrow X_1 \dots X_n \Rightarrow^* a \dots\}$

For example, given

Stmt $\rightarrow$ Label id = Expr ;
 | Label if Expr then Stmt ;
 | Label read (IdList) ;
 | Label id (Args) ;
Label $\rightarrow$ intlit :
 | λ

Production	Predict Set
Stmt $\rightarrow$ Label id = Expr ;	{id, intlit}
Stmt $\rightarrow$ Label if Expr then Stmt ;	{if, intlit}
Stmt $\rightarrow$ Label read (IdList) ;	{read, intlit}
Stmt $\rightarrow$ Label id (Args) ;	{id, intlit}

We now will match a production p only if the next unmatched token is in p 's predict set. We'll avoid trying productions that clearly won't work, so parsing will be faster.

But what is the predict set of a λ -production?

It can't be what's generated by λ (which is nothing!), so we'll define it as the tokens that can *follow* the use of a λ -production.

That is, $\text{Predict}(A \rightarrow \lambda) = \text{Follow}(A)$ where (by definition)

$$\text{Follow}(A) = \{a \text{ in } V_t \mid S \Rightarrow^+ \dots Aa\dots\}$$

In our example,
 $\text{Follow}(\text{Label} \rightarrow \lambda) = \{ \text{id}, \text{if}, \text{read} \}$

(since these terminals can immediately follow uses of Label in the given productions).

Now let's parse

id (intlit) ;

Our start symbol is Stmt and the initial token is id.

id can predict $\text{Stmt} \rightarrow \text{Label id} = \text{Expr} ;$

id then predicts $\text{Label} \rightarrow \lambda$

The id is matched, but “(“ doesn't match “=” so be backup and try a different production for Stmt.

id also predicts $\text{Stmt} \rightarrow \text{Label id} (\text{Args}) ;$

Again, $\text{Label} \rightarrow \lambda$ is predicted and used, and the input tokens can match the rest of the remaining production.

We had only one misprediction, which is better than before.

Now we'll rewrite the productions a bit to make predictions easier.

We remove the Label prefix from all the statement productions (now intlrit won't predict all four productions).

We now have

Stmt $\rightarrow$ **Label BasicStmt**

BasicStmt $\rightarrow$ **id = Expr ;**

 | **if Expr then Stmt ;**

 | **read (IdList) ;**

 | **id (Args) ;**

Label $\rightarrow$ intlrit :

 | λ

Now id predicts two different **BasicStmt** productions. If we rewrite these two productions into

BasicStmt $\rightarrow$ **id StmtSuffix**

StmtSuffix $\rightarrow$ **= Expr ;**

 | **(Args) ;**

we no longer have any doubt over which production id predicts.

We now have

Production	Predict Set
Stmt $\rightarrow$ Label BasicStmt	Not needed!
BasicStmt $\rightarrow$ id StmtSuffix	{id}
BasicStmt $\rightarrow$ if Expr then Stmt ;	{if}
BasicStmt $\rightarrow$ read (IdList) ;	{read}
StmtSuffix $\rightarrow$ (Args) ;	{ (}
StmtSuffix $\rightarrow$ = Expr ;	{ = }
Label $\rightarrow$ intlit :	{intlit}
Label $\rightarrow \lambda$	{if, id, read}

This grammar generates the same statements as our original grammar did, but now prediction never fails!

Whenever we must decide what production to use, the predict sets for productions with the same lefthand side are always disjoint.

Any input token will predict a unique production or no production at all (indicating a syntax error).

If we never mispredict a production, we never backup, so parsing will be fast and absolutely accurate!

Reading Assignment

Get and read Chapter 5 of
Crafting a Compiler featuring Java.
(Available from Dolt Tech Store)

LL(1) Grammars

A context-free grammar whose Predict sets are always disjoint (for the same non-terminal) is said to be LL(1).

LL(1) grammars are ideally suited for top-down parsing because it is always possible to correctly predict the expansion of any non-terminal. No backup is ever needed.

Formally, let

$$\text{First}(X_1 \dots X_n) = \{a \text{ in } V_t \mid A \rightarrow X_1 \dots X_n \Rightarrow^* a \dots\}$$

$$\text{Follow}(A) = \{a \text{ in } V_t \mid S \Rightarrow^+ \dots Aa \dots\}$$

$\text{Predict}(A \rightarrow X_1 \dots X_n) =$

If $X_1 \dots X_n \Rightarrow^* \lambda$

Then $\text{First}(X_1 \dots X_n) \cup \text{Follow}(A)$

Else $\text{First}(X_1 \dots X_n)$

If some CFG, G , has the property that for all pairs of distinct productions with the same lefthand side,

$A \rightarrow X_1 \dots X_n$ and $A \rightarrow Y_1 \dots Y_m$

it is the case that

$\text{Predict}(A \rightarrow X_1 \dots X_n) \cap$

$\text{Predict}(A \rightarrow Y_1 \dots Y_m) = \phi$

then G is LL(1).

LL(1) grammars are easy to parse in a top-down manner since predictions are always correct.

Example

Production	Predict Set
$S \rightarrow A a$	$\{b, d, a\}$
$A \rightarrow B D$	$\{b, d, a\}$
$B \rightarrow b$	$\{ b \}$
$B \rightarrow \lambda$	$\{d, a\}$
$D \rightarrow d$	$\{ d \}$
$D \rightarrow \lambda$	$\{ a \}$

Since the predict sets of both B productions and both D productions are disjoint, this grammar is LL(1).

Recursive Descent Parsers

An early implementation of top-down (LL(1)) parsing was recursive descent.

A parser was organized as a set of *parsing procedures*, one for each non-terminal. Each parsing procedure was responsible for parsing a sequence of tokens derivable from its non-terminal.

For example, a parsing procedure, *A*, when called, would call the scanner and match a token sequence derivable from *A*.

Starting with the start symbol's parsing procedure, we would then match the entire input, which must be derivable from the start symbol.

This approach is called recursive descent because the parsing procedures were typically *recursive*, and they *descended* down the input's parse tree (as top-down parsers always do).

Building A Recursive Descent Parser

We start with a procedure **Match**, that matches the current input token against a predicted token:

```
void Match(Terminal a) {  
    if (a == currentToken)  
        currentToken = Scanner();  
    else SyntaxError();}
```

To build a parsing procedure for a non-terminal A , we look at all productions with A on the lefthand side:

$$A \rightarrow X_1 \dots X_n \mid A \rightarrow Y_1 \dots Y_m \mid \dots$$

We use predict sets to decide which production to match (LL(1) grammars always have disjoint predict sets).

We match a production's righthand side by calling **Match** to match terminals, and calling parsing procedures to match non-terminals.

The general form of a parsing procedure for

$$A \rightarrow X_1 \dots X_n \mid A \rightarrow Y_1 \dots Y_m \mid \dots$$

is

```
void A() {
    if (currentToken in Predict(A→X1...Xn))
        for(i=1;i<=n;i++)
            if (X[i] is a terminal)
                Match(X[i]);
            else X[i]();
    else
        if (currentToken in Predict(A→Y1...Ym))
            for(i=1;i<=m;i++)
                if (Y[i] is a terminal)
                    Match(Y[i]);
                else Y[i]();
    else
        // Handle other A →... productions
    else // No production predicted
        SyntaxError();
}
```

Usually this general form isn't used. Instead, each production is “macro-expanded” into a sequence of **Match** and parsing procedure calls.

Example: CSX-Lite

Production	Predict Set
Prog $\rightarrow$ { Stmts } Eof	{
Stmts $\rightarrow$ Stmt Stmts	id if
Stmts $\rightarrow \lambda$	}
Stmt $\rightarrow$ id = Expr ;	id
Stmt $\rightarrow$ if (Expr) Stmt	if
Expr $\rightarrow$ id Etail	id
Etail $\rightarrow$ + Expr	+
Etail $\rightarrow$ - Expr	-
Etail $\rightarrow \lambda$	) ;

CSX-Lite Parsing Procedures

```
void Prog() {  
    Match("{");  
    Stmts();  
    Match("}");  
    Match(Eof);  
}
```

```
void Stmts() {  
    if (currentToken == id ||  
        currentToken == if){  
        Stmt();  
        Stmts();  
    } else {  
        /* null */  
    }  
}
```

```

void Stmt() {
    if (currentToken == id){
        Match(id);
        Match("=");
        Expr();
        Match(";");
    } else {
        Match(if);
        Match("(");
        Expr();
        Match(")");
        Stmt();
    }
}

void Expr() {
    Match(id);
    Etail();
}

void Etail() {
    if (currentToken == "+") {
        Match("+");
        Expr();
    } else if (currentToken == "-"){
        Match("-");
        Expr();
    } else {
        /* null */
    }
}

```

Let's use recursive descent to parse
`{ a = b + c; } Eof`
 We start by calling **Prog()** since
 this represents the start symbol.

Calls Pending	Remaining Input
Prog()	<code>{ a = b + c; } Eof</code>
Match("{"); Stmts(); Match("}"); Match(Eof);	<code>{ a = b + c; } Eof</code>
Stmts(); Match("}"); Match(Eof);	<code>a = b + c; } Eof</code>
Stmt(); Stmts(); Match("}"); Match(Eof);	<code>a = b + c; } Eof</code>

Calls Pending	Remaining Input
Match(id); Match("="); Expr(); Match(";"); Stmts(); Match("}"); Match(Eof);	a = b + c; } Eof
Match("="); Expr(); Match(";"); Stmts(); Match("}"); Match(Eof);	= b + c; } Eof
Expr(); Match(";"); Stmts(); Match("}"); Match(Eof);	b + c; } Eof
Match(id); Etail(); Match(";"); Stmts(); Match("}"); Match(Eof);	b + c; } Eof

Calls Pending	Remaining Input
Etail(); Match(";"); Stmts(); Match("}"); Match(Eof);	+ c; } Eof
Match("+"); Expr(); Match(";"); Stmts(); Match("}"); Match(Eof);	+ c; } Eof
Expr(); Match(";"); Stmts(); Match("}"); Match(Eof);	c; } Eof
Match(id); Etail(); Match(";"); Stmts(); Match("}"); Match(Eof);	c; } Eof

Calls Pending	Remaining Input
Etail(); Match(";"); Stmts(); Match("}"); Match(Eof);	; } Eof
/* null */ Match(";"); Stmts(); Match("}"); Match(Eof);	; } Eof
Match(";"); Stmts(); Match("}"); Match(Eof);	; } Eof
Stmts(); Match("}"); Match(Eof);	} Eof
/* null */ Match("}"); Match(Eof);	} Eof
Match("}"); Match(Eof);	} Eof

Calls Pending	Remaining Input
Match(Eof) ;	Eof
Done!	All input matched