

Syntactic Analysis (Parsing)

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Summary

- Methods of Linear Parsing
 - Top-down Parsers (LL(1))
 - Bottom-up Parsers (LR(1))
- Types of Top-down Parsers
 - Table Driven Parsers (iterative)
 - Recursive Predictive Parsers
- Example of Recursive Parser (ANTLR style)
- Recursive Predictive Parser Generation
- Bottom-up Parsers
 - Introduction
 - Example of Bottom-up Parsing
 - SLR(1) Table Construction



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Methods of Linear Parsing

The list of tokens will be traversed *left-to-right*. Decisions to proceed take into account one token of lookahead.

- Top-down parsers (LL(1))
 - Build the AST from the root to the leaves (top-down)
 - Follow a left-most derivation in forward direction
 - More intuitive: can be *manually* written
 - **Cannot use left-recursion, and need left-factoring**
- Bottom-up parsers (LR1))
 - Build the AST from the leaves to the root (bottom-up)
 - Follow a right-most derivation in *backward* direction
 - Less intuitive than top-down parsers
 - Slightly more powerful



Types of Top-down Parsers

- Table Driven Parsers (iterative)
 - Parsing algorithm is fixed, driven by a decision table
 - Table M is built from the grammar G .
Empty boxes correspond to syntax errors

M	a_1	...	a	...	a_n	$\$$
A_1						
\vdots						
A			$A \rightarrow \alpha_k$			
\vdots						
A_m						



Types of Top-down Parsers

- Table Driven Parsers (iterative)
 - Parsing algorithm is fixed, driven by a decision table
 - Table M is built from the grammar G .
Empty boxes correspond to syntax errors
- Recursive Predictive Parsers
 - Parsing algorithm is formed by a set of mutually recursive functions
 - Each rule $A \rightarrow \alpha$ generates the code of its function

```
void A(void) {  
    // Code generated from  $\alpha$   
}
```
 - Gencode describes how to translate a rule to the associated function



Example of Recursive Parser (ANTLR)

Simple grammar in ANTLR:

```
instruction_list : ( instruction ) *  
                ;  
instruction : IDENT ASSIG expr  
            | IF expr THEN instruction_list  
            ;  
expr : ( IDENT | NUM ) ( PLUS ( IDENT | NUM ) ) *  
      ;
```



Example of Recursive Parser (ANTLR)

Simple grammar in ANTLR:

```
instruction_list : ( instruction ) *
                ;

instruction : IDENT ASSIG expr
           | IF expr THEN instruction_list
           ;

expr : expr_simple ( PLUS expr_simple ) *
     ;

expr_simple : IDENT
            | NUM
            ;
```



Example of Recursive Parser (ANTLR)

● Production rule

```
expr : ( IDENT | NUM ) ( PLUS ( IDENT | NUM ) ) * ;
```

● Parser *by hand*

```
void expr () {
    if (token == IDENT || token == NUM) {
        token = nextToken();
        while (token == PLUS) {
            token = nextToken();
            if (token == IDENT || token == NUM) {
                token = nextToken();
            } else syntaxError()
        }
    } else syntaxError()
}
```



Example of Recursive Parser (ANTLR)

● Production rule

```
instruction_list : ( instruction ) *  
                ;
```

● Parser

```
void instruction_list () {  
    while ( token == IDENT || token == IF ) {  
        instruction();  
    }  
}
```



Example of Recursive Parser (ANTLR)

● Production rule

```
instruction : IDENT ASSIG expr  
           | IF expr THEN instruction_list  
           ;
```

● Parser

```
void instruction () {  
    if ( token == IDENT ) {  
        MATCH(IDENT); MATCH(ASSIG); expr();  
    } else if ( token == IF ) {  
        MATCH(IF); expr(); MATCH(THEN); instruction_list();  
    } else syntaxError()  
}
```



Example of Recursive Parser (ANTLR)

- Production rule

```
expr : expr_simple ( PLUS expr_simple )* ;
```

- Parser

```
void expr () {  
    expr_simple();  
    while ( token == PLUS ) {  
        MATCH(PLUS);  
        expr_simple();  
    }  
}
```



Recursive Predictive Parsers Generation

- **Firstly check** that the grammar is LL(1), building the table $M[A, a]$ without conflicts.
- $Genrule(A \rightarrow \alpha)$ generates the code of a function A associated to the production rule
- $Gencode(e)$ generates the code that recognizes in the input an expression e

```
Genrule( A → α ) ≡  
void A(void) {  
    /* Gencode(α) */  
}
```



Recursive Predictive Parsers Generation

```
Gencode(  $e_1 | e_2 | \dots | e_n$  )  $\equiv$ 
  if ( token  $\in$   $first(e_1)$  ) {
    /* Gencode(  $e_1$  ) */
  } else if ( token  $\in$   $first(e_2)$  ) {
    /* Gencode(  $e_2$  ) */
  }
  ...
  } else if ( token  $\in$   $first(e_n)$  ) {
    /* Gencode(  $e_n$  ) */
  } else syntaxError(); // if  $\nexists i : 1 \leq i \leq n : nullable?(e_i)$ 
```



Recursive Predictive Parsers Generation

```
Gencode(  $e_1 | e_2 | \dots | e_n$  )  $\equiv$ 
  if ( token  $\in$   $first(e_1)$  ) {
    /* Gencode(  $e_1$  ) */
  } else if ( token  $\in$   $first(e_2)$  ) {
    /* Gencode(  $e_2$  ) */
  }
  ...
  } else if ( token  $\in$   $first(e_n)$  ) {
    /* Gencode(  $e_n$  ) */
  }
  // if  $\exists i : 1 \leq i \leq n : nullable?(e_i)$ 
```



Recursive Predictive Parsers Generation

```
Gencode(  $e_1 e_2 \dots e_n$  )  $\equiv$   
    /* Gencode(  $e_1$  ) */  
    /* Gencode(  $e_2$  ) */  
    ...  
    /* Gencode(  $e_n$  ) */
```



Recursive Predictive Parsers Generation

```
Gencode(  $e_1^*$  )  $\equiv$   
    while ( token  $\in$   $first(e_1)$  ) {  
        /* Gencode(  $e_1$  ) */  
    }
```

```
Gencode(  $e_1^+$  )  $\equiv$   
    do {  
        /* Gencode(  $e_1$  ) */  
    } while ( token  $\in$   $first(e_1)$  );
```

```
Gencode(  $e_1?$  )  $\equiv$   
    if ( token  $\in$   $first(e_1)$  ) {  
        /* Gencode(  $e_1$  ) */  
    }
```

```
Gencode(  $\epsilon$  )  $\equiv$   
    ; // do nothing
```



Recursive Predictive Parsers Generation

```
Gencode(A) ≡ // for a non-terminal A  
    A();
```

```
Gencode(a) ≡ // for a terminal a  
    MATCH(a);
```

Where $MATCH(a)$ is defined as follows:

```
if (token == a) {  
    token = nextToken();  
} else syntaxError();
```



Bottom-up LR(1) Parsers

- Characteristics
- Example of Bottom-up Parsing
- Shift-Reduce Parsing Algorithm
- Viable Prefixes. LR(0) DFA
- **action** and **goto** Tables Construction
- Shift/reduce and reduce/reduce conflicts
- Types of Bottom-up Parsing
 - SLR(1)
 - LR(1)
 - LALR(1)



Example of Bottom-up Parsing

$$\begin{aligned} E &\rightarrow E + T \\ &\quad | T \\ T &\rightarrow T * F \\ &\quad | F \\ F &\rightarrow (E) \\ &\quad | \text{id} \end{aligned}$$
$$w = \text{id}_1 + \text{id}_2 * \text{id}_3$$


Example of Bottom-up Parsing

$$\begin{aligned} E &\rightarrow E + T \\ &\quad | T \\ T &\rightarrow T * F \\ &\quad | F \\ F &\rightarrow (E) \\ &\quad | \text{id} \end{aligned}$$

shift id_1

$\boxed{\text{id}_1}$ + id_2 * id_3 \$

$$\begin{aligned} E &\Rightarrow_{rd} E + T \Rightarrow_{rd} E + T * F \Rightarrow_{rd} E + T * \text{id}_3 \\ &\Rightarrow_{rd} E + F * \text{id}_3 \Rightarrow_{rd} E + \text{id}_2 * \text{id}_3 \Rightarrow_{rd} T + \text{id}_2 * \text{id}_3 \\ &\Rightarrow_{rd} F + \text{id}_2 * \text{id}_3 \Rightarrow_{rd} \text{id}_1 + \text{id}_2 * \text{id}_3 \end{aligned}$$


Example of Bottom-up Parsing

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

$$\begin{array}{ccc}
 E & & \\
 | & & \\
 T & & T \\
 | & & | \\
 F & & F \\
 | & & | \\
 \text{id} & + & \text{id}
 \end{array}$$

shift *

id₁ + id₂ * id₃ \$

$$\begin{array}{l}
 E \Rightarrow_{rd} E + T \Rightarrow_{rd} E + T * F \Rightarrow_{rd} E + T * id_3 \\
 \Rightarrow_{rd} E + F * id_3 \Rightarrow_{rd} E + id_2 * id_3 \Rightarrow_{rd} T + id_2 * id_3 \\
 \Rightarrow_{rd} F + id_2 * id_3 \Rightarrow_{rd} id_1 + id_2 * id_3
 \end{array}$$


Example of Bottom-up Parsing

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

$$\begin{array}{cccc}
 E & & & \\
 | & & & \\
 T & & T & \\
 | & & | & \\
 F & & F & \\
 | & & | & \\
 \text{id} & + & \text{id} & *
 \end{array}$$

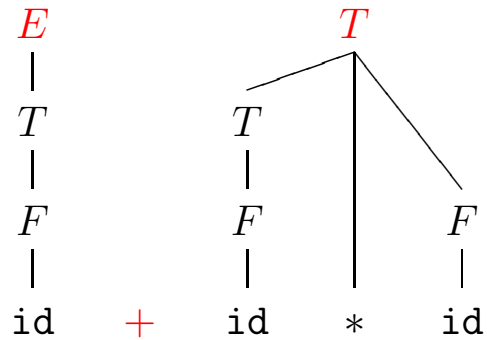
shift id₃

id₁ + id₂ * id₃ \$

$$\begin{array}{l}
 E \Rightarrow_{rd} E + T \Rightarrow_{rd} E + T * F \Rightarrow_{rd} E + T * id_3 \\
 \Rightarrow_{rd} E + F * id_3 \Rightarrow_{rd} E + id_2 * id_3 \Rightarrow_{rd} T + id_2 * id_3 \\
 \Rightarrow_{rd} F + id_2 * id_3 \Rightarrow_{rd} id_1 + id_2 * id_3
 \end{array}$$


Example of Bottom-up Parsing

$E \rightarrow E + T$
 $T \rightarrow T * F$
 $F \rightarrow (E)$
 $F \rightarrow id$



reduce with $E \rightarrow E + T$

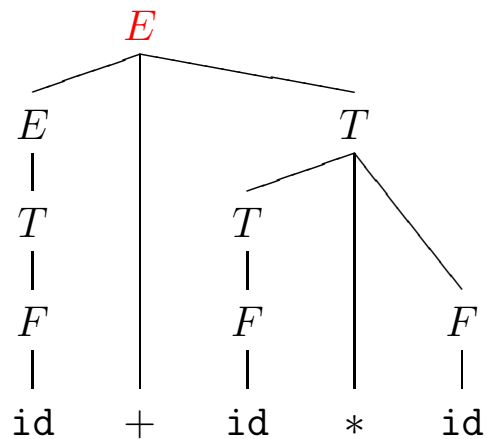
id₁ + id₂ * id₃ \$

$E \Rightarrow_{rd} E + T \Rightarrow_{rd} E + T * F \Rightarrow_{rd} E + T * id_3$
 $\Rightarrow_{rd} E + F * id_3 \Rightarrow_{rd} E + id_2 * id_3 \Rightarrow_{rd} T + id_2 * id_3$
 $\Rightarrow_{rd} F + id_2 * id_3 \Rightarrow_{rd} id_1 + id_2 * id_3$



Example of Bottom-up Parsing

$E \rightarrow E + T$
 $T \rightarrow T * F$
 $F \rightarrow (E)$
 $F \rightarrow id$



accept

id₁ + id₂ * id₃ \$

$E \Rightarrow_{rd} E + T \Rightarrow_{rd} E + T * F \Rightarrow_{rd} E + T * id_3$
 $\Rightarrow_{rd} E + F * id_3 \Rightarrow_{rd} E + id_2 * id_3 \Rightarrow_{rd} T + id_2 * id_3$
 $\Rightarrow_{rd} F + id_2 * id_3 \Rightarrow_{rd} id_1 + id_2 * id_3$

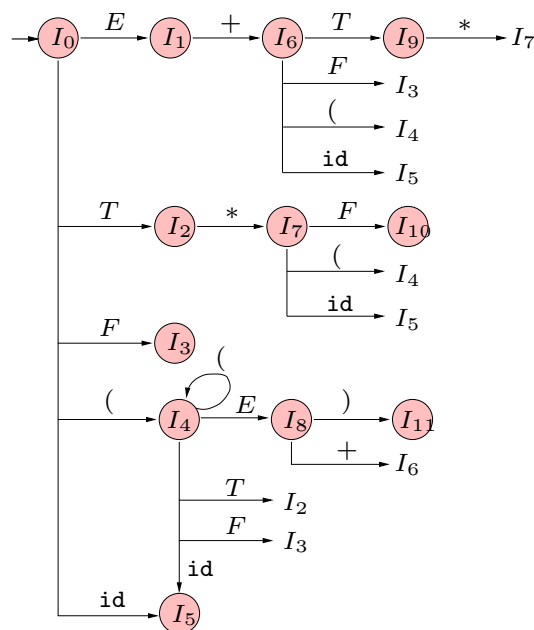


Example of Bottom-up Parsing (cont.)

	Step	Stack	Input	Action
1. $E \rightarrow E + T$			$id_1 + id_2 * id_3 \$$	shift id_1
2. $E \rightarrow T$	(1)		$+ id_2 * id_3 \$$	reduce with 6. $F \rightarrow id$
3. $T \rightarrow T * F$	(2)	id_1	$+ id_2 * id_3 \$$	reduce with 4. $T \rightarrow F$
4. $T \rightarrow F$	(3)	F	$+ id_2 * id_3 \$$	reduce with 2. $E \rightarrow T$
5. $F \rightarrow (E)$	(4)	T	$+ id_2 * id_3 \$$	shift $+$
6. $F \rightarrow id$	(5)	E	$+ id_2 * id_3 \$$	shift id_2
	(6)	$E +$	$id_2 * id_3 \$$	reduce with 6. $F \rightarrow id$
	(7)	$E + id_2$	$* id_3 \$$	reduce with 4. $T \rightarrow F$
$id_1 + id_2 * id_3$	(8)	$E + F$	$* id_3 \$$	shift $*$
	(9)	$E + T$	$* id_3 \$$	shift id_3
	(10)	$E + T *$	$id_3 \$$	reduce with 6. $F \rightarrow id$
	(11)	$E + T * id_3$	$\$$	reduce with 3. $T \rightarrow T * F$
	(12)	$E + T * F$	$\$$	reduce with 1. $E \rightarrow E + T$
	(13)	$E + T$	$\$$	
	(14)	E	$\$$	accept



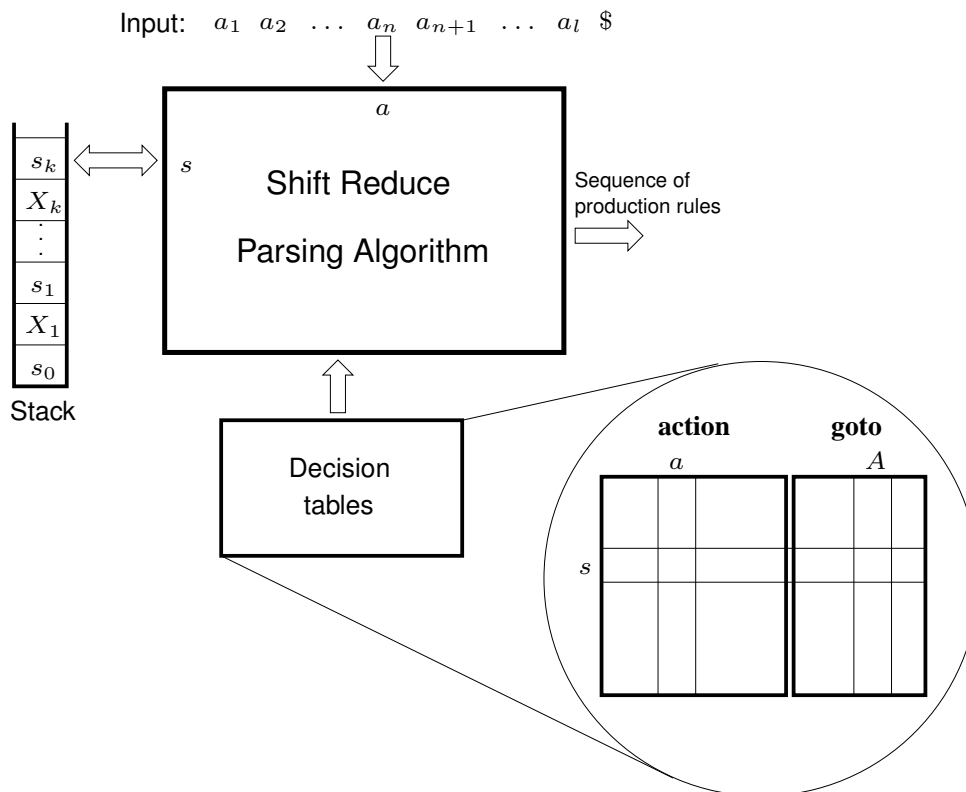
Viability Prefixes. LR(0) DFA



Step	Stack	Input	Action
(10)	$0 E 1 + 6 T 9 * 7$	$id_3 \$$	shift id_3 (s5)



Shift / Reduce Parsing Algorithm



Shift / Reduce Parsing Algorithm

```

Stk := EmptyStack(); PushStack(Stk, 0); // Initial state 0
a := FirstToken();
loop
  s := TopStack(Stk); // Current state
  if action[s, a] = si then // Shift and go to state i
    PushStack(Stk, a); PushStack(Stk, i);
    a := NextToken();
  else if action[s, a] = rj then // Reduce with rule j)  $A \rightarrow \alpha$ 
    for i := 1 to | $\alpha$ | do
      PopStack(Stk); PopStack(Stk); // Pop states and symbols
      s' := TopStack(Stk); s' := goto[s', A]; // New state s'
      PushStack(Stk, A); PushStack(Stk, s'); // Push symbol A and s'
      emit production rule  $A \rightarrow \alpha$ 
    else if action[s, a] = acc then // Accept
      accept
    else throw syntax error
endloop
  
```



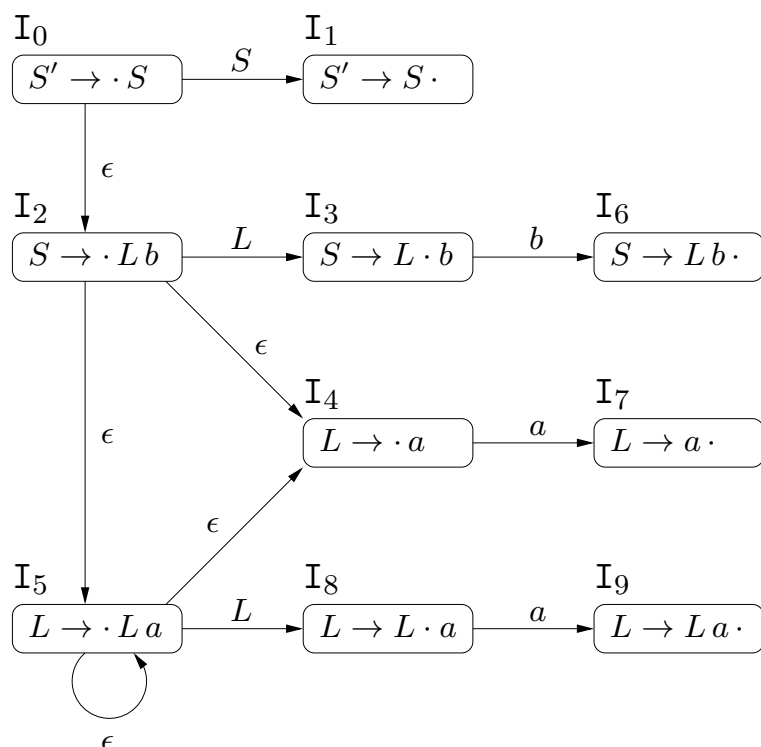
LR(0) Items

- An LR(0) item has the form $A \rightarrow \alpha \cdot \beta$
 - at this moment α is on [top of] the stack
 - it is expected [at the beginning of the rest of the input] something derivable from β
- For example, at state I_7 of the previous automata:
 - we have T^* on top of the stack, and we are expecting something that can be a factor F in order to get a term T of the form $T^* F$.
So item $T \rightarrow T^* \cdot F \in I_7$
 - we are also directly expecting an identifier id to get that factor F , or a left parenthesis $($ to get a factor of the form (E) .
So also items $F \rightarrow \cdot id$ and $F \rightarrow \cdot (E) \in I_7$



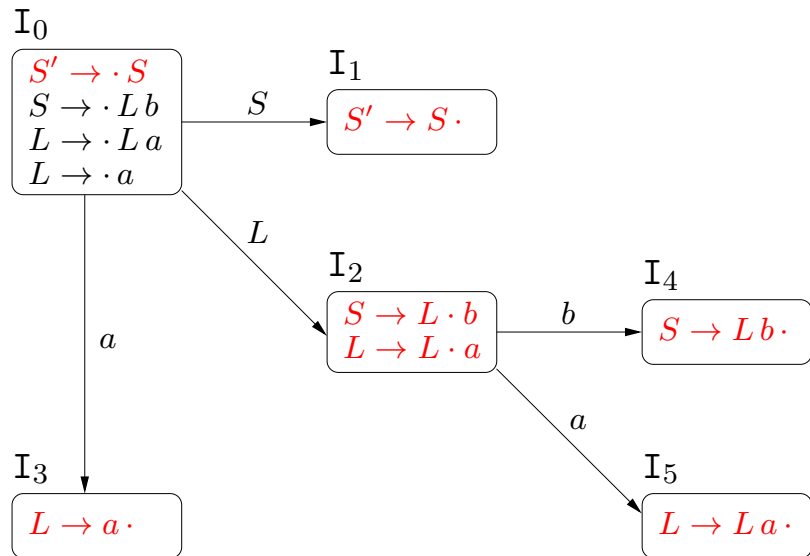
LR(0) NFA

- 0) $S' \rightarrow S$
- 1) $S \rightarrow L b$
- 2) $L \rightarrow L a$
- 3) $L \rightarrow a$



LR(0) DFA

- 0) $S' \rightarrow S$
- 1) $S \rightarrow L b$
- 2) $L \rightarrow L a$
- 3) $L \rightarrow a$



LR(0) Tables Construction

- if $A \rightarrow \alpha \cdot a \beta \in I_i$ and $DTran[I_i, a] = I_j$ then

$action[i, a] \supseteq \{ \text{shift } a \text{ and go to } j (s_j) \}$
- if $A \rightarrow \alpha \cdot \in I_i$ and $n) A \rightarrow \alpha \in G$ then

$\forall a \in \Sigma \cup \{\$ \} :$

$action[i, a] \supseteq \{ \text{reduce with rule } n (r_n) \}$
- if $A \rightarrow \alpha \cdot A \beta \in I_i$ and $DTran[I_i, A] = I_j$ then

$goto[i, A] = j$



LR(0) Tables Construction

- 0) $S' \rightarrow S$
- 1) $S \rightarrow L b$
- 2) $L \rightarrow L a$
- 3) $L \rightarrow a$

state	action			goto	
	<i>a</i>	<i>b</i>	$\$$	<i>S</i>	<i>L</i>
0	<i>s3</i>			1	2
1			<i>acc</i>		
2	<i>s5</i>	<i>s4</i>			
3	<i>r3</i>	<i>r3</i>	<i>r3</i>		
4	<i>r1</i>	<i>r1</i>	<i>r1</i>		
5	<i>r2</i>	<i>r2</i>	<i>r2</i>		



LR(0) Tables Construction. Example

- 0) $E' \rightarrow E$
- 1) $E \rightarrow E + T$
- 2) $E \rightarrow T$
- 3) $T \rightarrow T * F$
- 4) $T \rightarrow F$
- 5) $F \rightarrow (E)$
- 6) $F \rightarrow \text{id}$

state	action						goto		
	id	+	*	()	$\$$	<i>E</i>	<i>T</i>	<i>F</i>
0	<i>s5</i>			<i>s4</i>			1	2	3
1		<i>s6</i>				<i>acc</i>			
2	<i>r2</i>	<i>r2</i>	r2 s7	<i>r2</i>	<i>r2</i>	<i>r2</i>			
3	<i>r4</i>	<i>r4</i>	<i>r4</i>	<i>r4</i>	<i>r4</i>	<i>r4</i>			
4	<i>s5</i>			<i>s4</i>			8	2	3
5	<i>r6</i>	<i>r6</i>	<i>r6</i>	<i>r6</i>	<i>r6</i>	<i>r6</i>			
6	<i>s5</i>			<i>s4</i>				9	3
7	<i>s5</i>			<i>s4</i>					10
8		<i>s6</i>			<i>s11</i>				
9	<i>r1</i>	<i>r1</i>	r1 s7	<i>r1</i>	<i>r1</i>	<i>r1</i>			
10	<i>r3</i>	<i>r3</i>	<i>r3</i>	<i>r3</i>	<i>r3</i>	<i>r3</i>			
11	<i>r5</i>	<i>r5</i>	<i>r5</i>	<i>r5</i>	<i>r5</i>	<i>r5</i>			



SLR(1) Tables Construction

- if $A \rightarrow \alpha \cdot a \beta \in I_i$ and $DTran[I_i, a] = I_j$ then
 $action[i, a] \supseteq \{ \text{shift } a \text{ and go to } j (s_j) \}$
- if $A \rightarrow \alpha \cdot \in I_i$ and $n) A \rightarrow \alpha \in G$ then
 $\forall a \in follow(A) :$
 $action[i, a] \supseteq \{ \text{reduce with rule } n (r_n) \}$
- if $A \rightarrow \alpha \cdot A \beta \in I_i$ and $DTran[I_i, A] = I_j$ then
 $goto[i, A] = j$



SLR(1) Tables Construction

- 0) $S' \rightarrow S$
- 1) $S \rightarrow L b$
- 2) $L \rightarrow L a$
- 3) $L \rightarrow a$

state	action			goto	
	a	b	\$	S	L
0	s3			1	2
1			acc		
2	s5	s4			
3	r3	r3			
4			r1		
5	r2	r2			

$$follow(S) = \{ \$ \}$$

$$follow(L) = \{ a, b \}$$

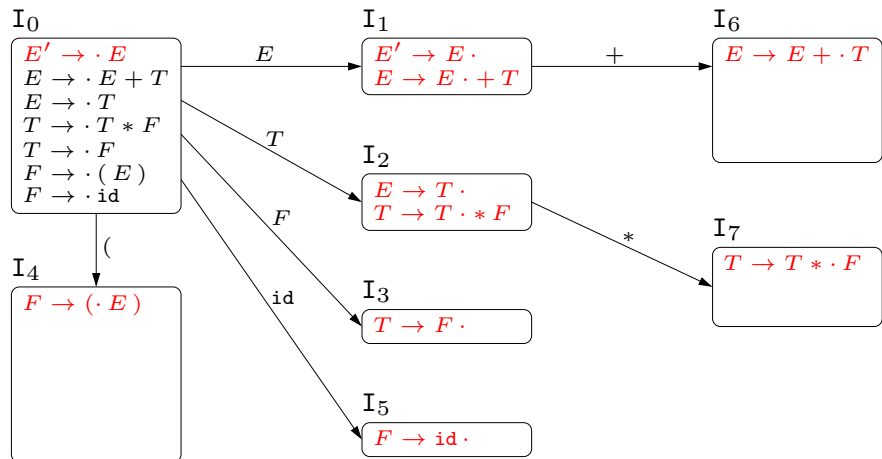


SLR(1) Tables Construction. Example

- 0) $E' \rightarrow E$
- 1) $E \rightarrow E + T$
- 2) $E \rightarrow T$
- 3) $T \rightarrow T * F$
- 4) $T \rightarrow F$
- 5) $F \rightarrow (E)$
- 6) $F \rightarrow id$

state	action						goto		
	id	+	*	()	\$	E	T	F
0	s5			s4			1	2	3
1		s6				acc			
2		r2	s7			r2			
3		r4	r4			r4			

$follow(E) = \{ +,), \$ \}$
 $follow(T) = \{ +, *,), \$ \}$
 $follow(F) = \{ +, *,), \$ \}$

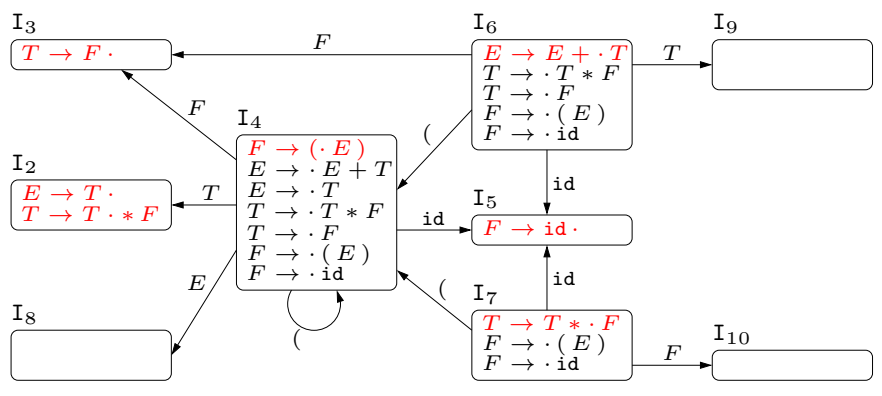


SLR(1) Tables Construction. Example

- 0) $E' \rightarrow E$
- 1) $E \rightarrow E + T$
- 2) $E \rightarrow T$
- 3) $T \rightarrow T * F$
- 4) $T \rightarrow F$
- 5) $F \rightarrow (E)$
- 6) $F \rightarrow id$

state	action						goto		
	id	+	*	()	\$	E	T	F
4	s5			s4			8	2	3
5		r6	r6			r6			
6	s5			s4			9	3	
7	s5			s4					10

$follow(E) = \{ +,), \$ \}$
 $follow(T) = \{ +, *,), \$ \}$
 $follow(F) = \{ +, *,), \$ \}$

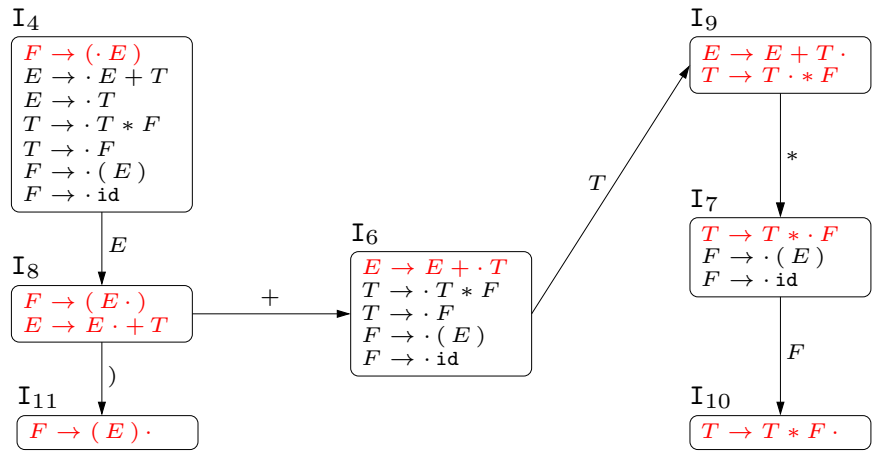


SLR(1) Tables Construction. Example

- 0) $E' \rightarrow E$
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- 2) $E \rightarrow T$
- 3) $T \rightarrow T * F$
- 4) $T \rightarrow F$
- 5) $F \rightarrow (E)$
- 6) $F \rightarrow id$

state	action						goto		
	id	+	*	()	\$	E	T	F
8		s6			s11				
9		r1	s7		r1	r1			
10		r3	r3		r3	r3			
11		r5	r5		r5	r5			

$follow(E) = \{ +,), \$ \}$
 $follow(T) = \{ +, *,), \$ \}$
 $follow(F) = \{ +, *,), \$ \}$



SLR(1) Tables Construction. Example

- 0) $E' \rightarrow E$
- 1) $E \rightarrow E + T$
- 2) $E \rightarrow T$
- 3) $T \rightarrow T * F$
- 4) $T \rightarrow F$
- 5) $F \rightarrow (E)$
- 6) $F \rightarrow id$

state	action						goto		
	id	+	*	()	\$	E	T	F
0	s5			s4			1	2	3
1		s6				acc			
2		r2	s7		r2	r2			
3		r4	r4		r4	r4			
4	s5			s4			8	2	3
5		r6	r6		r6	r6			
6	s5			s4				9	3
7	s5			s4					10
8		s6			s11				
9		r1	s7		r1	r1			
10		r3	r3		r3	r3			
11		r5	r5		r5	r5			

$follow(E) = \{ +,), \$ \}$
 $follow(T) = \{ +, *,), \$ \}$
 $follow(F) = \{ +, *,), \$ \}$