Recursive Descent
LL(1) Parsing

- useful parsing technique
- to make it work, we might need to transform the grammar

Recursive Descent is Decent

Recursive *descent* is a *decent* parsing technique

- can be easily implemented manually based on the grammar (which may require transformation)
- efficient (linear) in the size of the token sequence

Correspondence between grammar and code

- concatenation → ;
- alternative (|) → if
- repetition (*) → while
- nonterminal → recursive procedure

A Rule of While Language Syntax

// Where things work very nicely for recursive descent!

```
statmt ::=
        println ( stringConst , ident )
      | ident = expr
      | if ( expr ) statmt (else statmt)?
      | while ( expr ) statmt
      | { statmt* }
```

Parser for the statmt (rule -> code)

```
def skip(t : Token) = if (lexer.token == t) lexer.next
  else error("Expected"+ t)
def statmt = {
  if (lexer.token == Println) { lexer.next;
    skip(openParen); skip(stringConst); skip(comma);
    skip(identifier); skip(closedParen)
  } else if (lexer.token == Ident) { lexer.next;
    skip(equality); expr
  } else if (lexer.token == ifKeyword) { lexer.next;
    skip(openParen); expr; skip(closedParen); statmt;
    if (lexer.token == elseKeyword) { lexer.next; statmt }
  // | while ( expr ) statmt
```

Continuing Parser for the Rule

// | while (expr) statmt

```
} else if (lexer.token == whileKeyword) { lexer.next;
   skip(openParen); expr; skip(closedParen); statmt
```

// | { statmt }*

```
} else if (lexer.token == openBrace) { lexer.next;
   while (isFirstOfStatmt) { statmt }
   skip(closedBrace)

 } else { error("Unknown statement, found token " +
         lexer.token)  }
```

How to construct **if** conditions?

statmt ::= println (stringConst , ident)
| if (expr) statmt (else statmt)$^?$
| while (expr) statmt

- Look what each alternative starts with to decide what to parse
- Here: we have terminals at the beginning of each alternative
- More generally, we have 'first' computation, as for regular expressions
- Consider a grammar G and non-terminal N

$L_G(N)$ = { set of strings that N can derive }

e.g. L(statmt) – all statements of while language

first(N) = { a | aw in $L_G(N)$, a – terminal, w – string of terminals}

first(statmt) = { **println**, **ident**, **if**, **while**, **{** }

first(**while** (expr) statmt) = { **while** }   - we will give an algorithm

Formalizing and Automating Recursive Descent: LL(1) Parsers

Task: Rewrite Grammar to make it suitable for recursive descent parser

- Assume the priorities of operators as in Java

```
expr ::= expr (+|-|*|/) expr
       | name | `(' expr `)'
name ::= ident
```

Grammar vs Recursive Descent Parser

```
expr ::= term termList
termList ::= + term termList
          |  - term termList
          | ε
term ::= factor factorList
factorList ::= * factor factorList
             | / factor factorList
             | ε
factor ::= name | ( expr )
name ::= ident
```

```
def expr = { term; termList }
def termList =
  if (token==PLUS) {
    skip(PLUS); term; termList
  } else if (token==MINUS)
    skip(MINUS); term; termList
  }
def term = { factor; factorList }
...
def factor =
  if (token==IDENT) name
  else if (token==OPAR) {
   skip(OPAR); expr; skip(CPAR)
  } else error("expected ident or )")
```

Note that the abstract trees we would create in this example do not strictly follow parse trees.

Rough General Idea

$A ::= B_1 \ldots B_p$
$\quad | \; C_1 \ldots C_q$
$\quad | \; D_1 \ldots D_r$

def A =
  if (token $\in$ T1) {
    $B_1 \ldots B_p$
  else if (token $\in$ T2) {
    $C_1 \ldots C_q$
  } **else if** (token $\in$ T3) {
    $D_1 \ldots D_r$
  } **else** error("expected T1,T2,T3")

where:

T1 = **first**($B_1 \ldots B_p$)

T2 = **first**($C_1 \ldots C_q$)

T3 = **first**($D_1 \ldots D_r$)

first($B_1 \ldots B_p$) = $\{a \in \Sigma \mid B_1 \ldots B_p \Rightarrow \ldots \Rightarrow aw\}$

T1, T2, T3 should be **disjoint** sets of tokens.

Computing **first** in the example

```
expr ::= term termList
termList ::= + term termList
          |  - term termList
          | ε
term ::= factor factorList
factorList ::=  * factor factorList
              | / factor factorList
              | ε
factor ::= name | ( expr )
name ::= ident
```

first(name) = {**ident**}

first(**(** expr **)**) = { **(** }

first(factor) = first(name)
U first(**(** expr **)**)
= {**ident**} U{ **(** }
= {**ident**, **(** }

first(* factor factorList) = { * }

first(/ factor factorList) = { / }

first(factorList) = { *, / }

first(term) = first(factor) = {**ident**, **(** }

first(termList) = { **+** , **-** }

first(expr) = first(term) = {**ident**, **(** }

Algorithm for **first**: Goal

Given an arbitrary context-free grammar with a set of rules of the form X ::= $Y_1 \ldots Y_n$ compute first for each right-hand side and for each symbol.

How to handle

- alternatives for one non-terminal
- sequences of symbols
- nullable non-terminals
- recursion

Rules with Multiple Alternatives

$A ::= B_1 \ldots B_p$
$\quad | \; C_1 \ldots C_q$
$\quad | \; D_1 \ldots D_r$

$\Rightarrow$

$first(A) = first(B_1 \ldots B_p)$
$\quad \cup \; first(C_1 \ldots C_q)$
$\quad \cup \; first(D_1 \ldots D_r)$

Sequences

$first(B_1 \ldots B_p) = first(B_1)$ if not nullable(B_1)

$first(B_1 \ldots B_p) = first(B_1) \cup \ldots \cup first(B_k)$

if nullable(B_1), ..., nullable(B_{k-1}) and

not nullable(B_k) or k=p

Abstracting into Constraints

recursive grammar: constraints over finite sets: expr' is first(expr)

recursive grammar	constraints
expr ::= term termList	expr' = term'
termList ::= **+** term termList	termList' = {**+**}
| **-** term termList	U {**-**}
| ε	
term ::= factor factorList	term' = factor'
factorList ::= * factor factorList	factorList' = { * }
| / factor factorList	U { / }
| ε	
factor ::= name | **(** expr **)**	factor' = name' U { **(** }
name ::= **ident**	name' = { **ident** }

nullable: termList, factorList

For this nice grammar, there is no recursion in constraints. Solve by substitution.

Example to Generate Constraints

S ::= X | Y
X ::= **b** | S Y
Y ::= Z X **b** | Y **b**
Z ::= ε | **a**

S' = X' U Y'
X' =

terminals: **a**,**b**
non-terminals: S, X, Y, Z

reachable (from S):
productive:
nullable:

First sets of terminals:
S', X', Y', Z' ⊆ {a,b}

Example to Generate Constraints

S ::= X | Y
X ::= **b** | S Y
Y ::= Z X **b** | Y **b**
Z ::= ε | **a**

terminals: **a**,**b**
non-terminals: S, X, Y, Z

reachable (from S): S, X, Y, Z
productive: X, Z, S, Y
nullable: Z

S' = X' U Y'
X' = {b} U S'
Y' = Z' U **X'** U Y'
Z' = {a}

These constraints are recursive.
How to solve them?

S', X', Y', Z' ⊆ {a,b}

How many candidate solutions

- in this case?
- for k tokens, n nonterminals?

Iterative Solution of **first** Constraints

	S'	X'	Y'	Z'
1.	{}	{}	{}	{}
2.	{}	{b}	{b}	{a}
3.	{b}	{b}	{a,b}	{a}
4.	{a,b}	{a,b}	{a,b}	{a}
5.	{a,b}	{a,b}	{a,b}	{a}

S' = X' U Y'
X' = {b} U S'
Y' = Z' U **X'**   U Y'
Z' = {a}

- Start from all sets empty.
- Evaluate right-hand side and assign it to left-hand side.
- Repeat until it stabilizes.

Sets grow in each step

- initially they are empty, so they can only grow
- if sets grow, the RHS grows (U is monotonic), and so does LHS
- they cannot grow forever: in the worst case contain all tokens

Constraints for Computing Nullable

- Non-terminal is nullable if it can derive ε

S ::= X | Y X ::= **b** | S Y Y ::= Z X **b** | Y **b** Z ::= ε | **a**	S' = X' | Y' X' = 0 | (S' & Y') Y' = (Z' & X' & 0) | (Y' & 0) Z' = 1 | 0

S', X', Y', Z' ∈ {0,1}

0 - not nullable

1 - nullable

| - disjunction

& - conjunction

	S'	X'	Y'	Z'
1.	0	0	0	0
2.	0	0	0	1
3.	0	0	0	1

again monotonically growing

Computing first and nullable

- Given any grammar we can compute
  - for each non-terminal X whether nullable(X)
  - using this, the set first(X) for each non-terminal X
- General approach:
  - generate constraints over finite domains, following the structure of each rule
  - solve the constraints iteratively
    - start from least elements
    - keep evaluating RHS and re-assigning the value to LHS
    - stop when there is no more change

Summary: Algorithm for **nullable**

```
nullable = {}
changed = true
while (changed) {
  changed = false
  for each non-terminal X
    if ((X is not nullable) and
          (grammar contains rule     X ::= ε | ...     )
              or   (grammar contains rule    X ::= Y1 ... Yn | ...
            where {Y1,...,Yn} ⊆ nullable)
    then {
        nullable = nullable U {X}
        changed = true
     }
}
```

Summary: Algorithm for **first**

```
for each nonterminal X:  first(X)={}
for each terminal t:  first(t)={t}
repeat
  for each grammar rule X ::= Y(1) … Y(k)
  for i = 1 to k
      if i=1 or {Y(1),…,Y(i-1)} ⊆ nullable then
        first(X) = first(X) U first(Y(i))
until none of first(…) changed in last iteration
```

Follow sets. LL(1) Parsing Table

Exercise Introducing Follow Sets

Compute nullable, first for this grammar:

stmtList ::= ε | stmt stmtList

stmt ::= assign | block

assign ::= **ID = ID ;**

block ::= **beginof ID** stmtList **ID ends**

Describe a parser for this grammar and explain how it behaves on this input:

```
beginof myPrettyCode
    x = u;
    y = v;
myPrettyCode ends
```

How does a recursive descent parser look like?

```
def stmtList =
  if (???) {}                what should the condition be?
  else { stmt; stmtList }
def stmt =
  if (lex.token == ID) assign
  else if (lex.token == beginof) block
  else error("Syntax error: expected ID or beginonf")
...
def block =
  { skip(beginof); skip(ID); stmtList; skip(ID); skip(ends) }
```

Problem Identified

stmtList ::= ε | stmt stmtList

stmt ::= assign | block

assign ::= **ID = ID ;**

block ::= **beginof ID** stmtList **ID ends**

Problem parsing stmtList:

- **ID** could start alternative stmt stmtList
- **ID** could **follow** stmt, so we may wish to parse **ε** that is, do nothing and return

- For nullable non-terminals, we must also compute what **follows** them

LL(1) Grammar - good for building recursive descent parsers

- Grammar is LL(1) if for each nonterminal X
  - first sets of different alternatives of X are disjoint
  - if nullable(X), first(X) must be disjoint from follow(X) and only one alternative of X may be nullable
- For each LL(1) grammar we can build recursive-descent parser
- Each LL(1) grammar is unambiguous
- If a grammar is not LL(1), we can sometimes transform it into equivalent LL(1) grammar

Computing if a token can **follow**

first$(B_1 \ldots B_p) = \{a \in \Sigma \mid B_1 \ldots B_p \Rightarrow \ldots \Rightarrow aw\}$

follow$(X) = \{a \in \Sigma \mid S \Rightarrow \ldots \Rightarrow \ldots Xa \ldots\}$

There exists a derivation from the start symbol that produces a sequence of terminals and nonterminals of the form ...Xa...
(the token a follows the non-terminal X)

Rule for Computing Follow

Given $X ::= YZ$ (for reachable X)

then **first**(Z) ⊆ **follow**(Y)

and **follow**(X) ⊆ **follow**(Z)

now take care of nullable ones as well:

For each rule $X ::= Y_1 \dots Y_p \dots Y_q \dots Y_r$

follow(Y_p) should contain:

- **first**($Y_{p+1}Y_{p+2}\dots Y_r$)
- also **follow**(X) if **nullable**($Y_{p+1}Y_{p+2}Y_r$)

Compute nullable, first, follow

stmtList ::= ε | stmt stmtList

stmt ::= assign | block

assign ::= **ID = ID ;**

block ::= **beginof ID** stmtList **ID ends**

Is this grammar LL(1)?

Conclusion of the Solution

The grammar is not LL(1) because we have

- nullable(stmtList)
- first(stmt) ∩ follow(stmtList) = {**ID**}

- If a recursive-descent parser sees **ID**, it does not know if it should
  - finish parsing stmtList or
  - parse another stmt

Table for LL(1) Parser: Example

S ::= B **EOF**

(1)

B ::= ε | B **(**B**)**

(1) **(2)**

nullable: B

first(S) = { **(**, **EOF** }

follow(S) = {}

first(B) = { **(** }

follow(B) = { **)**, **(**, **EOF** }

empty entry:
when parsing S,
if we see) ,
report error

Parsing table:

	EOF	(	)
S	{1}	{1}	{}
B	{1}	{1,2}	{1}

parse conflict - choice ambiguity: grammar not LL(1)

1 is in entry because **(** is in follow(B)

2 is in entry because **(** is in first(B(B))

Table for LL(1) Parsing

Tells which alternative to take, given current token:

choice : Nonterminal x Token -> Set[Int]

$A ::=$ (1) $B_1 \ldots B_p$
| (2) $C_1 \ldots C_q$
| (3) $D_1 \ldots D_r$

if $t \in first(C_1 \ldots C_q)$ add 2 to choice(A,t)

if $t \in follow(A)$ add K to choice(A,t) where K is nullable

For example, when parsing A and seeing token t

choice(A,t) = {2} means: parse alternative 2 ($C_1 \ldots C_q$)

choice(A,t) = {3} means: parse alternative 3 ($D_1 \ldots D_r$)

choice(A,t) = {} means: report syntax error

choice(A,t) = {2,3} : not LL(1) grammar

General Idea when parsing nullable(A)

$$
\begin{aligned}
A ::= \;& B_1 \ldots B_p \\
\mid\;& C_1 \ldots C_q \\
\mid\;& D_1 \ldots D_r
\end{aligned}
$$

```
def A =
  if (token ∈ T1) {
    B1 ... Bp
  else if (token ∈ (T2 U TF)) {
    C1 ... Cq
  } else if (token ∈ T3) {
    D1 ... Dr
  } // no else error, just return
```

where:

$T1 =$ **first**$(B_1 \ldots B_p)$

$T2 =$ **first**$(C_1 \ldots C_q)$

$T3 =$ **first**$(D_1 \ldots D_r)$

$T_F =$ **follow**(A)

Only one of the alternatives can be nullable (here: 2nd)

$T1$, $T2$, $T3$, T_F should be pairwise **disjoint** sets of tokens.