



NTNU

Norwegian University of  
Science and Technology

# Compiler Construction

Lecture 5: Introduction to Parsing

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Michael Engel

# Overview

- Compiler structure revisited
  - Interaction of scanner and parser
- Context-free languages
- Ambiguity of grammars
- BNF grammars
- Language classes and Chomsky hierarchy

# Stages of a compiler (1)

Source code

```
except socket.error: (errno, strerror)
    print "nofiles: urllib2 error (%d) %s" % mg
    print "nofiles: Socket error (%s) for host %s (%d) %s" % (mg, host, mg, strerror)

for h3 in page.findall("h3"):
    value = (h3.contents[0])
    if value != "Modeling":
        print >> txt, value
        import codecs
        f = codecs.open("alle.txt", "r", encoding="utf-8")
        text = f.read()
        f.close()
        # open the file again for writing
        f = codecs.open("alle.txt", "w", encoding="utf-8")
        f.write(value+"\n")
        # write the original contents
        f.write(text)
        f.close()
```

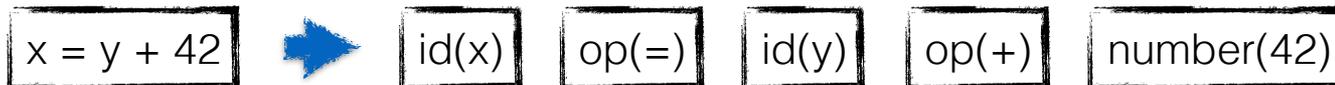
character stream



token sequence

**Lexical analysis** (scanning):

- Split source code into *lexical units*
- Recognize *tokens* (using regular expressions/automata) *machine-level program*
- Token: character sequence relevant to source language grammar



character stream

token sequence

# Stages of a compiler (2)

Source code

```
except socket.error: #msg: [Errno 111] Connection refused
    print "no files: urllib2 error (%d)" % msg
    print "no files: Socket error (%s)" % msg
for h3 in page.findall("h3"):
    value = (h3.contents[0])
    if value != "Modeling":
        print >> txt, value
        import codecs
        f = codecs.open("alle.txt", "r", encoding="utf-8")
        text = f.read()
        f.close()
        # open the file again for writing
        f = codecs.open("alle.txt", "w", encoding="utf-8")
        f.write(value+"\n")
        # write the original contents
        f.write(text)
        f.close()
```



*token sequence*    *syntax tree*

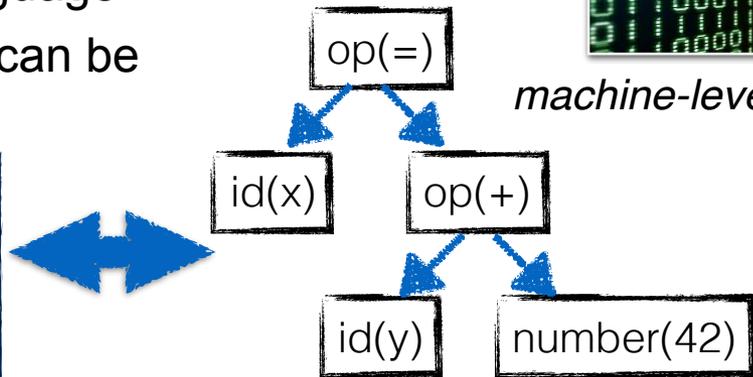
## Syntax analysis (parsing)

- Uses *grammar* of the source language
- Decides if input *token sequence* can be derived from the grammar

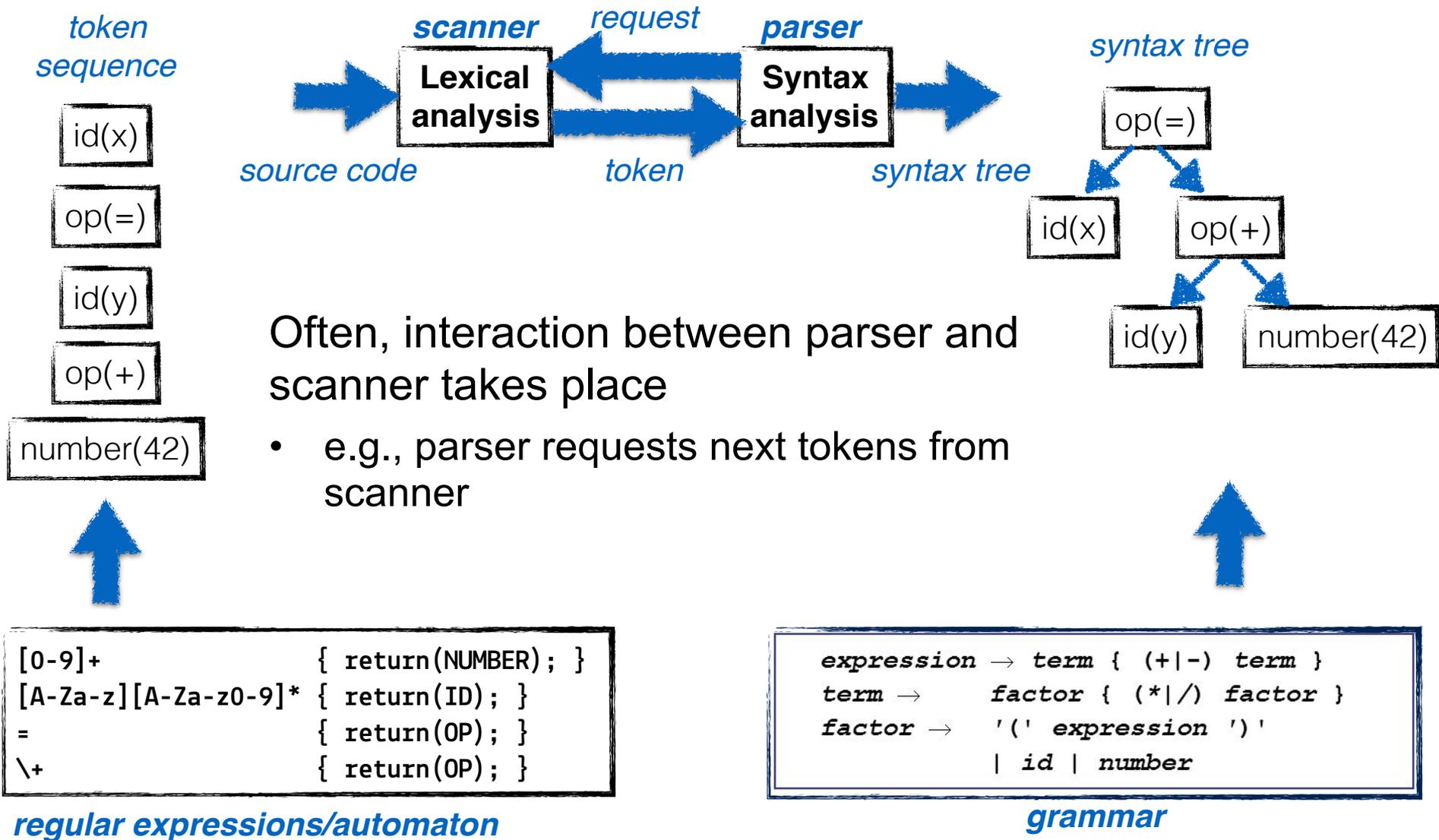


*machine-level program*

```
expression → term { (+|-) term }
term → factor { (*|/) factor }
factor → '(' expression ')'
         | id | number
```



# Interaction of scanner and parser



# Parsing

- Parsing is the second stage of the compiler's front end
  - it works with program as transformed by the scanner
  - it sees a stream of words
    - each word is annotated with a syntactic category



- Parser derives a syntactic structure for the program
  - it fits the words into a grammatical model of the source programming language
- Two possible outcomes:
  - ✓ input is valid program: builds a concrete model of the program for use by the later phases of compilation
  - ✗ input is not a valid program: report problem and diagnosis

# Definition of parsing

- Task of the parser:
  - determining if the program being compiled is a valid sentence in the syntactic model of the programming language
- A bit more formal:
  - the syntactic model is expressed as **formal grammar  $G$**
  - *some string of words  $s$  is in the language defined by  $G$  we say that  **$G$  derives  $s$***
  - *for a stream of words  $s$  and a grammar  $G$ , the parser tries to build a **constructive proof that  $s$  can be derived in  $G$***   
— **this is called parsing.**
- It's not as bad as it sounds...
  - we let the computer do (most of) the work!

# Specifying language syntax

- We need...
  - a formal mechanism for specifying the syntax of the source language (grammar)
  - a systematic method of determining membership in this formally specified language (parsing)
- Let's make our lives a bit easier
  - we restrict the form of the source language to a set of languages called ***context-free languages***
  - typical parsers can efficiently answer the membership question for those
- Many different parsing algorithms exist, we will look at
  - ***top-down parsing***: recursive descent and LL(1) parsers
  - ***bottom-up parsing***: LR(1) parsers

# Parsing approaches in general

- **Top-down parsing:** recursive descent and LL(1) parsers
  - Top-down parsers try to match the input stream against the productions of the grammar by predicting the next word (at each point)
  - For a limited class of grammars, such prediction can be both accurate and efficient
- **Bottom-up parsing:** LR(1) parsers
  - Bottom-up parsers work from low-level detail—the actual sequence of words—and accumulate context until the derivation is apparent
  - Again, there exists a restricted class of grammars for which we can generate efficient bottom-up parsers
- In practice, these restricted sets of grammars are large enough to encompass most features of interest in programming languages

# Expressing syntax

- We already know a way to express syntax: **regular expressions**
- Why are regexps not suitable for describing language syntax?

## Example: recognizing

algebraic expressions over variables and the operators +, -, ×, ÷

```
variable = [a...z]( [a...z] | [0...9] )*  
expression = [a...z]( [a...z] | [0...9] )* ( (+|-|×|÷) [a...z]( [a...z] | [ 0...9] )*)*
```

- This regexp matches e.g. "a+b×c" and "dee÷daa×doo"
- However, there is no way to express **operator precedence**
  - should + or × be executed first in "a+b×c"?
  - standard rule from algebra suggests:  
"× and ÷ have precedence over + and -"

# Expressing syntax: regexps?

```
variable = [a...z]( [a...z] | [0...9] )*
expression = [a...z]( [a...z] | [0...9] )* ( (+|-|×|÷) [a...z]( [a...z] | [ 0...9] )*)*
```

- There is no way to express *operator precedence*
  - to enforce evaluation order, algebraic notation uses parentheses
- Adding parentheses in regexps is tricky...
  - an expression can start with a "(", so we need the option for an initial "(". Similarly, we need the option for a final ")":

Literal parentheses are printed in red and enclosed in "" : "("

```
("(|ε) [a...z]([a...z]|[0...9])* ((+|-|×|÷) [a...z] ([a...z]|[0...9])*)* (")|ε)
```

- This regexp can produce an expression enclosed in parentheses, but *not one with internal parentheses* to denote precedence

# Expressing syntax: regexps?

```
("(|ε) [a...z]([a...z]|[0...9])* ((+|-|×|÷) [a...z] ([a...z]|[0...9])* )* (")|ε)
```

- This regexp can produce an expression enclosed in parentheses, but **not one with internal parentheses** to denote precedence
- Internal instances of "(" all occur before a variable
  - similarly, the internal instances of ")" all occur after a variable
  - so let's move the closing parenthesis inside the final \*:

```
("(|ε) [a...z]([a...z]|[0...9])* ((+|-|×|÷) [a...z] ([a...z]|[0...9])* (")|ε) )*
```

- This regexp matches both "a+b×c" and "(a+b)×c."
  - it will match **any** correctly parenthesized expression over variables and the four operators in the regexp
- Unfortunately, it also **matches many syntactically incorrect expressions**
  - such as "a+(b×c" and "a+b)×c."
- **We cannot write a regexp matching all expressions with balanced parentheses: "DFAs cannot count"**

# Context-Free Grammars

- We need a more powerful notation than regular expressions
  - ...that still leads to efficient recognizers
- Traditional solution: use a **context-free grammar** (CFG)
  - **grammar**  $G$ :  
set of rules that describe how to form sentences
  - **language**  $L(G)$  defined by  $G$ :  
collection of sentences that can be derived from  $G$
- Example: consider the following grammar SN

```
SheepNoise → baa SheepNoise  
            | baa
```



- each line describes a **rule** or **production** of the grammar

# Context-Free Grammars

$$\begin{array}{l} \textit{SheepNoise} \rightarrow \mathbf{baa} \textit{ SheepNoise} \\ \quad \quad \quad | \textit{ baa} \end{array}$$

- The first rule  $\textit{SheepNoise} \rightarrow \mathbf{baa} \textit{ SheepNoise}$  reads: " $\textit{SheepNoise}$  can derive the word  $\mathbf{baa}$  followed by more  $\textit{SheepNoise}$ "
- $\textit{SheepNoise}$  is a ***syntactic variable*** representing the set of strings that can be derived from the grammar
  - We call these syntactic variables "***nonterminal symbols***" NT  
Each word in the language defined by the grammar ( $\mathbf{baa}$ ) is a "***terminal symbol***"
- The second rule reads: " $\textit{SheepNoise}$  can also ( $\mathbf{|}$ ) derive the string  $\mathbf{baa}$ "
  - The " $\mathbf{|}$ "-notation is a shorthand to avoid writing two separate rules:

written in *italics*

written in bold letters

" $\mathbf{|}$ " can be read as "OR":  
the parser can choose either  
the first or the second rule

$$\begin{array}{l} \textit{SheepNoise} \rightarrow \mathbf{baa} \textit{ SheepNoise} \\ \textit{SheepNoise} \rightarrow \mathbf{baa} \end{array}$$

# Grammars and languages

*SheepNoise* → baa *SheepNoise*  
| baa

- Can we figure out which sentences can be derived from a grammar  $G$ ?
  - i.e., what are valid sentences in the language  $L(G)$ ?
- First, identify the **goal symbol** or **start symbol** of  $G$ 
  - represents the *set of all strings* in  $L(G)$
  - thus, it cannot be one of the words in the language
- Instead, it must be one of the nonterminal symbols introduced to add structure and abstraction to the language
  - Since our grammar  $SN$  has only one nonterminal, *SheepNoise* must be the start symbol

# Grammars and languages

start here

SheepNoise  $\rightarrow$  baa SheepNoise  
| baa

- Deriving a sentence:
  - start with a prototype string that contains just the start symbol, *SheepNoise*
  - pick a nonterminal symbol,  $\alpha$ , in the prototype string
  - choose a grammar rule,  $\alpha \rightarrow \beta$
  - and rewrite (replace)  $\alpha$  with  $\beta$
- Repeat until the prototype string contains no more nonterminals
  - the string then consists entirely of words (terminal symbols)  
 $\Rightarrow$  it is a sentence in the language
  - every version of the prototype string that can be derived is called a ***sentential form***

# Grammars and languages

start here

$SheepNoise \rightarrow baa \ SheepNoise$   
 $\quad \quad \quad | \ baa$

- Examples:

Rule	Sentential form
	<i>SheepNoise</i>
2	<b>baa</b>

Rewrite with rule 2

Rule	Sentential form
	<i>SheepNoise</i>
1	<b>baa</b> <i>SheepNoise</i>
2	<b>baa</b>

Rewrite with rule 1, then rule 2

- Rule 1 lengthens the string while rule 2 eliminates the NT *SheepNoise*
- The string can never contain more than one instance of *SheepNoise*
- All valid strings are derived by  $\geq 0$  applications of rule 1, followed by rule 2
- Applying rule 1  $k$  times followed by rule 2 generates a string with  $k+1$  **baas**.

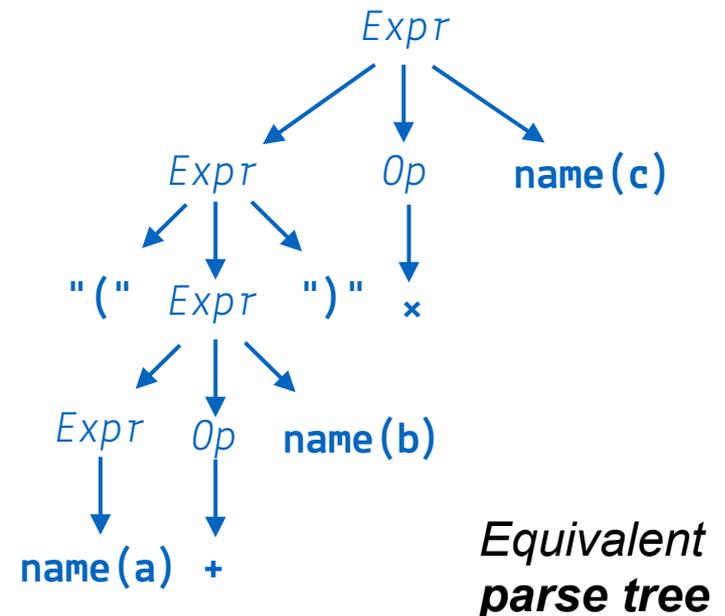
# A more useful example...

we added rule numbers, these are **not** part of the grammar

1	<i>Expr</i>	→	"(" <i>Expr</i> ")"
2			<i>Expr</i> <i>Op</i> <b>name</b>
3			<b>name</b>
4	<i>Op</i>	→	+
5			-
6			×
7			÷

Rule	Sentential form
	<i>Expr</i>
2	<i>Expr</i> <i>Op</i> <b>name</b>
6	<i>Expr</i> × <b>name</b>
1	"(" <i>Expr</i> ") " × <b>name</b>
2	"(" <i>Expr</i> <i>Op</i> <b>name</b> ") " × <b>name</b>
4	"(" <i>Expr</i> + <b>name</b> ") " × <b>name</b>
3	"(" <b>name</b> + <b>name</b> ") " × <b>name</b>

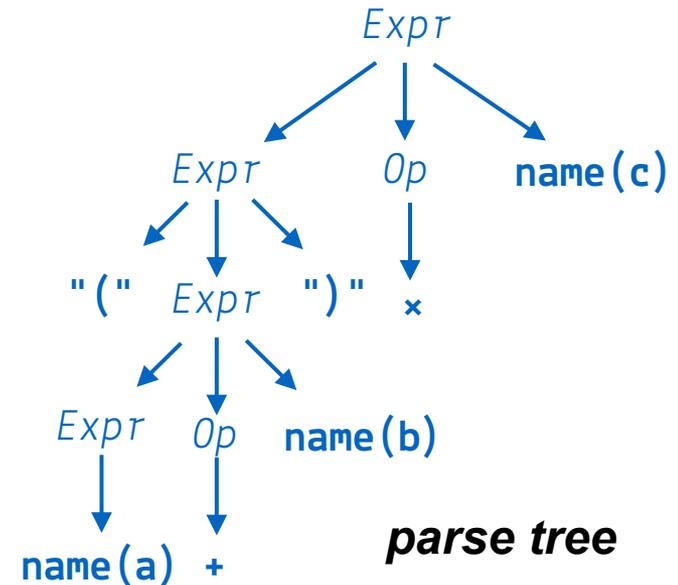
**Rightmost** derivation of "( a + b ) × c"



# A more useful example...

- This simple context-free grammar for expressions **cannot generate** a sentence with **unbalanced or improperly nested parentheses**
  - Only rule 1 can generate an open parenthesis; it also generates the matching close parenthesis
- Thus, it cannot generate strings such as “a+(b×c” or “a+b)×c)”
  - a parser built from the grammar will not accept such strings
- Context-free grammars allow to specify constructs that regexps do not

1	$Expr$	$\rightarrow$	"(" $Expr$ ")"
2			$Expr$ $Op$ name
3			name
4	$Op$	$\rightarrow$	+
5			-
6			×
7			÷



# Order of derivations

## Rightmost:

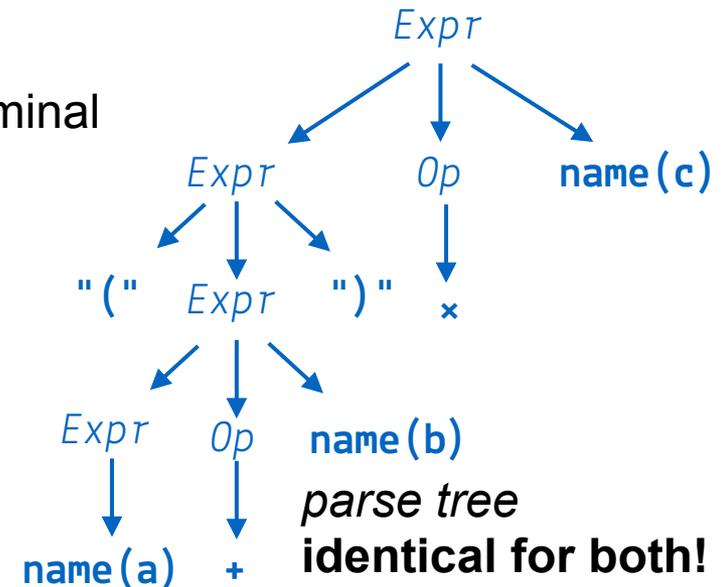
rewrite, at each step, the rightmost nonterminal

Rule	Sentential form
	<i>Expr</i>
2	<i>Expr Op name</i>
6	<i>Expr × name</i>
1	"(" <i>Expr</i> ")" × <i>name</i>
2	"(" <i>Expr Op name</i> ")" × <i>name</i>
4	"(" <i>Expr + name</i> ")" × <i>name</i>
3	"(" <i>name + name</i> ")" × <i>name</i>

1	<i>Expr</i>	→	"(" <i>Expr</i> ")"
2			<i>Expr Op name</i>
3			<i>name</i>
4	<i>Op</i>	→	+
5			-
6			×
7			÷

**Leftmost:** rewrite, at each step, the leftmost nonterminal

Rule	Sentential form
	<i>Expr</i>
2	<i>Expr Op name</i>
1	"(" <i>Expr</i> ")" <i>Op name</i>
2	"(" <i>Expr Op name</i> ")" <i>Op name</i>
3	"(" <i>name Op name</i> ")" <i>Op name</i>
4	"(" <i>name + name</i> ")" <i>Op name</i>
6	"(" <i>name + name</i> ")" × <i>name</i>



# Ambiguity of grammars

- For the compiler, it is important that each sentence in the language defined by a context-free grammar has a **unique** rightmost (or leftmost) **derivation**
- A grammar in which multiple rightmost (or leftmost) derivations exist for a sentence is called an **ambiguous grammar**
  - it can produce multiple derivations and multiple parse trees
- Multiple parse trees imply **multiple possible meanings for a single program!** ⚡

# Ambiguity of grammars: example

"*dangling else*"-  
problem in  
ALGOL-like  
languages  
(e.g. PASCAL)

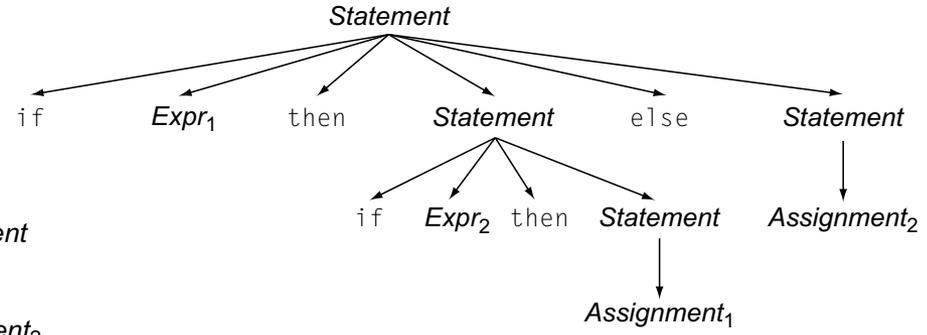
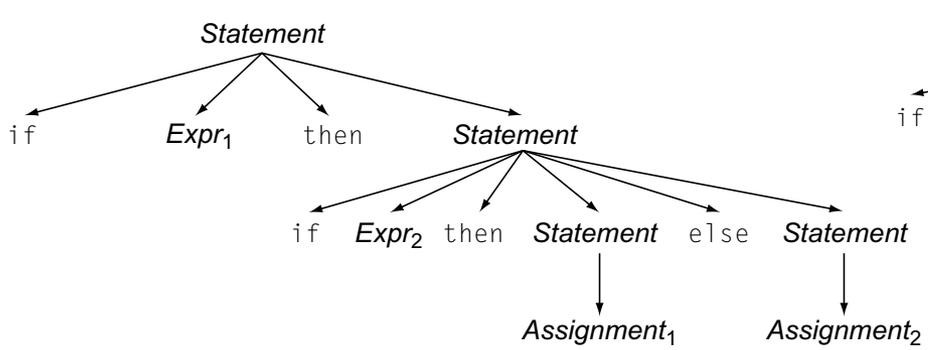
```
1 Statement → if Expr then Statement else Statement
2           | if Expr then Statement
3           | Assignment
4           | ...other statements...
```

"else" part is optional

This statement

```
if Expr1 then if Expr2 then Assignment1 else Assignment2
```

has two distinct rightmost derivations with different behaviors:



# Removing ambiguity

We can modify the grammar to include a rule that determined which **if** controls an **else**:

```
1 Statement → if Expr then Statement
2           | if Expr then WithElse else Statement
3           | Assignment
4 WithElse  → if Expr then WithElse else WithElse
5           | Assignment
```

This solution restricts the set of statements that can occur in the **then** part of an **if-then-else** construct

- It **accepts the same set of sentences** as the original grammar
- but ensures that each else has an unambiguous match to a specific if

# Removing ambiguity: example

The modified grammar has only one rightmost derivation for the example

```

1 Statement → if Expr then Statement
2           | if Expr then WithElse else Statement
3           | Assignment
4 WithElse → if Expr then WithElse else WithElse
5           | Assignment

```

```
if Expr1 then if Expr2 then Assignment1 else Assignment2
```

Rule	Sentential form
	<i>Statement</i>
1	<b>if</b> Expr <b>then</b> Statement
2	<b>if</b> Expr <b>then</b> <b>if</b> Expr <b>then</b> WithElse <b>else</b> Statement
3	<b>if</b> Expr <b>then</b> <b>if</b> Expr <b>then</b> WithElse <b>else</b> Assignment
5	<b>if</b> Expr <b>then</b> <b>if</b> Expr <b>then</b> Assignment <b>else</b> Assignment

# Addendum: Backus-Naur-Form

- The traditional notation to represent a context-free grammar is called ***Backus-Naur form*** (BNF) [1]
  - BNF denotes nonterminal symbols by wrapping them in angle brackets, like  $\langle \text{SheepNoise} \rangle$
  - Terminal symbols are underlined.
  - The symbol  $::=$  means "derives," and the symbol  $|$  means "also derives"
- In BNF, the sheep noise grammar becomes:

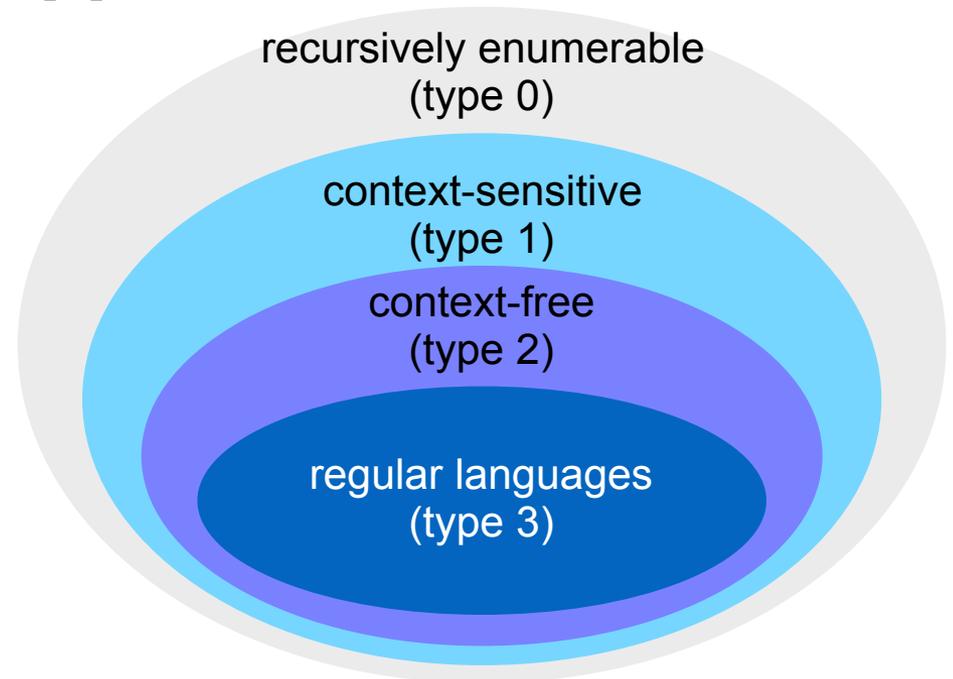
```
 $\langle \text{SheepNoise} \rangle ::= \text{baa } \langle \text{SheepNoise} \rangle$   
                   $| \text{baa}$ 
```

- This is equivalent to our grammar SN
  - ...and was easier to typeset in the 1950's 😊

# Addendum: Types of languages



- Noam Chomsky (\*1928):  
American linguist, philosopher, cognitive scientist, historian, social critic, and political activist
- The **Chomsky hierarchy** is a containment hierarchy of classes of formal grammars [2]
- Defines four types (0–3) of languages with increasing complexity from regular languages to recursively enumerable
- Accordingly, recognizing the language requires a successively more complex method



# References

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