

## Lecture 7: General and Bottom-Up Parsing

### Administrivia

- Project #1 posted. Due 27 Feb.
- HW #3 posted, due next Monday. HW #4 goes back to Friday schedule.
- Test #1: March 10 (in class).

## Fixing Recursive Descent

- Can formulate top-down parsing analogously to NFAs.

```
parse (A, S):
    """"Assuming A is a nonterminal and S = c1c2...cn is a string,
       return integer k such that A can derive the string c1...ck.""""
    Choose production 'A: α1α2...αm' for A (nondeterministically)
    k = 0
    for x in α1, α2, ..., αm:
        if x is a terminal:
            if x == ck+1:
                k += 1
            else:
                GIVE UP
        else:
            k += parse (x, ck+1...cn)
    return k
```

- Assume that the grammar contains one production for the start symbol:  $p: \gamma \rightarrow \cdot$ .
- We'll say that a call to parse returns a value if *some* set of choices for productions (the blue step) would return a value (just like NFA).
- Then if  $\text{parse}(p, S)$  returns a value,  $S$  must be in the language.

## Making a Deterministic Algorithm

- If we had an infinite supply of processors, could just spawn new ones at each "Choose" line.
- Some would give up, some loop forever, but on correct programs, at least one process would get through.
- To do this for real (say with one processor), need to keep track of all possibilities systematically.
- This is the idea behind Earley's algorithm:
  - Handles any context-free grammar.
  - Finds all parses of any string.
  - Runs in  $O(N^3)$  time for ambiguous grammars,  $O(N^2)$  time for "non-deterministic grammars", or  $O(N)$  time for deterministic grammars (such as accepted by Bison).

## Earley's Algorithm: I

- First, reformulate to ditch the loop. Assume the string  $S = c_1 \dots c_n$  is fixed.

```
parse (A: α • β, s, k):
    """"Assumes A: αβ is a production in the
       grammar, 0 ≤ s ≤ k ≤ n, and α can produce the string
       cs+1...ck. Returns integer j such that β can
       produce ck+1...cj.""""
    if β is empty:
        return k
    Assume β has the form yδ
    if y is a terminal:
        if y == ck+1:
            return parse(A: αy • δ, s, k+1)
        else
            GIVE UP
    else:
        Choose production 'y: κ' for y (nondeterministically)
        j = parse(y: •κ, k, k)
        return parse (A: αy • δ, s, j)
```

- Now do all possible choices that result in such a way as to avoid redundant work ("nondeterministic memoization").

## Chart Parsing

- Idea is to build up a table (known as a *chart* of all calls to parse that have been made.
- Only one entry in chart for each distinct triple of arguments ( $A: \alpha \bullet \beta, s, k$ ).
- We'll organize table in columns numbered by the  $k$  parameter, so that column  $k$  represents all calls that are looking at  $c_{k+1}$  in the input.
- Each column contains entries with the other two parameters:  $[A: \alpha \bullet \beta, s]$ , which is called an *item*.
- The columns, therefore, are *item sets*.

## Example

### Grammar

$p : e \rightarrow$   
 $e : s I \mid e \rightarrow e$   
 $s : \rightarrow \mid$

### Input String

$- I + I \rightarrow$

**Chart.** Headings are values of  $k$  and  $c_{k+1}$  (raised symbols).

	0	-	1	I	2	+	3	I
a.p:	$\bullet e \rightarrow, 0$							
b.e:	$\bullet e \rightarrow e, 0$							
c.e:	$\bullet s I, 0$							
d.s:	$\bullet \rightarrow, 0$							
e.s:		$\rightarrow \bullet, 0$						
f.e:		$s \bullet I, 0$						
g.e:			$s I \bullet, 0$					
h.e:				$e \bullet \rightarrow e, 0$				
i.e:					$e \rightarrow \bullet e, 0$			
j.e:						$s I, 3$		
k.s:							$\bullet, 3$	
l.e:							$s \bullet I, 3$	
m.e:								$s I \bullet, 3$
n.e:								$e \rightarrow e \bullet, 0$
o.p:								$e \rightarrow \bullet, 0$
p.p:								$e \rightarrow \bullet, 0$

## Example, completed

- Last slide showed only those items that survive and get used. Algorithm actually computes dead ends as well (unlettered, in red).

	0	-	1	I	2	+	3	I
a.p:	$\bullet e \rightarrow, 0$							
b.e:	$\bullet e \rightarrow e, 0$							
c.e:	$\bullet s I, 0$							
d.s:	$\bullet \rightarrow, 0$							
e.s:		$\rightarrow \bullet, 0$						
f.e:		$s \bullet I, 0$						
g.e:			$s I \bullet, 0$					
h.e:				$e \bullet \rightarrow e, 0$				
i.e:					$e \rightarrow \bullet e, 0$			
j.e:						$s I, 3$		
k.s:							$\bullet, 3$	
l.e:							$s \bullet I, 3$	
m.e:								$s I \bullet, 3$
n.e:								$e \rightarrow e \bullet, 0$
o.p:								$e \rightarrow \bullet, 0$
p.p:								$e \rightarrow \bullet, 0$

## Adding Semantic Actions

- Pretty much like recursive descent. The call  $\text{parse}(A: \alpha \bullet \beta, s, k)$  can return, in addition to  $j$ , the semantic value of the  $A$  that matches characters  $c_{s+1} \dots c_j$ .
- This value is actually computed during calls of the form  $\text{parse}(A: \alpha' \bullet, s, k)$  (i.e., where the  $\beta$  part is empty).
- Assume that we have attached these values to the nonterminals in  $\alpha$ , so that they are available when computing the value for  $A$ .

## Ambiguity

- Ambiguity only important here when computing semantic actions.
- Rather than being satisfied with a single path through the chart, we look at *all* paths.
- And we attach the *set* of possible results of  $\text{parse}(Y: \bullet\kappa, s, k)$  to the nonterminal  $Y$  in the algorithm.