

The Parse Machine

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Rationale

- All CS students use a compiler
- Shouldn't have to wait until 400/500 level course to see how a compiler works
 - “It's that thing that gives me error msg about my code”
- Concept of “state” already useful, e.g. by the time students reach CS 2
- My university does not have a compiler course, and only rarely offers programming languages.
- Classic technique of using parse tables is less intuitive, and there is no standard notation for how to go backwards.

What is a parse machine?

- Similar to Deterministic PDA, drawn like an FA
- Parse stack: maintain a history of visited states
- States: determined from all possible positions the cursor could be in while reading input w.r.t. grammar
 - Special states called “Reduce Blocks” tell you to go backwards.
- Transitions: Go to the next state based on current terminal or nonterminal in the input.
 - Crash/reject if unspecified → “syntax error”
 - When you “reduce”, you insert a nonterminal into the input.

“Reduce”

- One important concept is reducing a nonterminal.
- Once we have read some input, we may have just finished an important part of the input.
 - This happens when the cursor is at the end of the RHS of a production.
- Example: $S \rightarrow AB$ $A \rightarrow aaa$ $B \rightarrow bb$
- When we read the string “aaabb” ...
 - We arrive at $aaa \bullet bb$. We can reduce the “aaa” to A to obtain $A \bullet bb$.
 - When we arrive at $Abb \bullet$, we can reduce the “bb” to B to obtain $AB \bullet$.
 - Knowing that we just read AB, we can reduce it to $S \bullet$.

Example

- First example machine that I show my class uses this grammar.

$$S \rightarrow 0A0$$

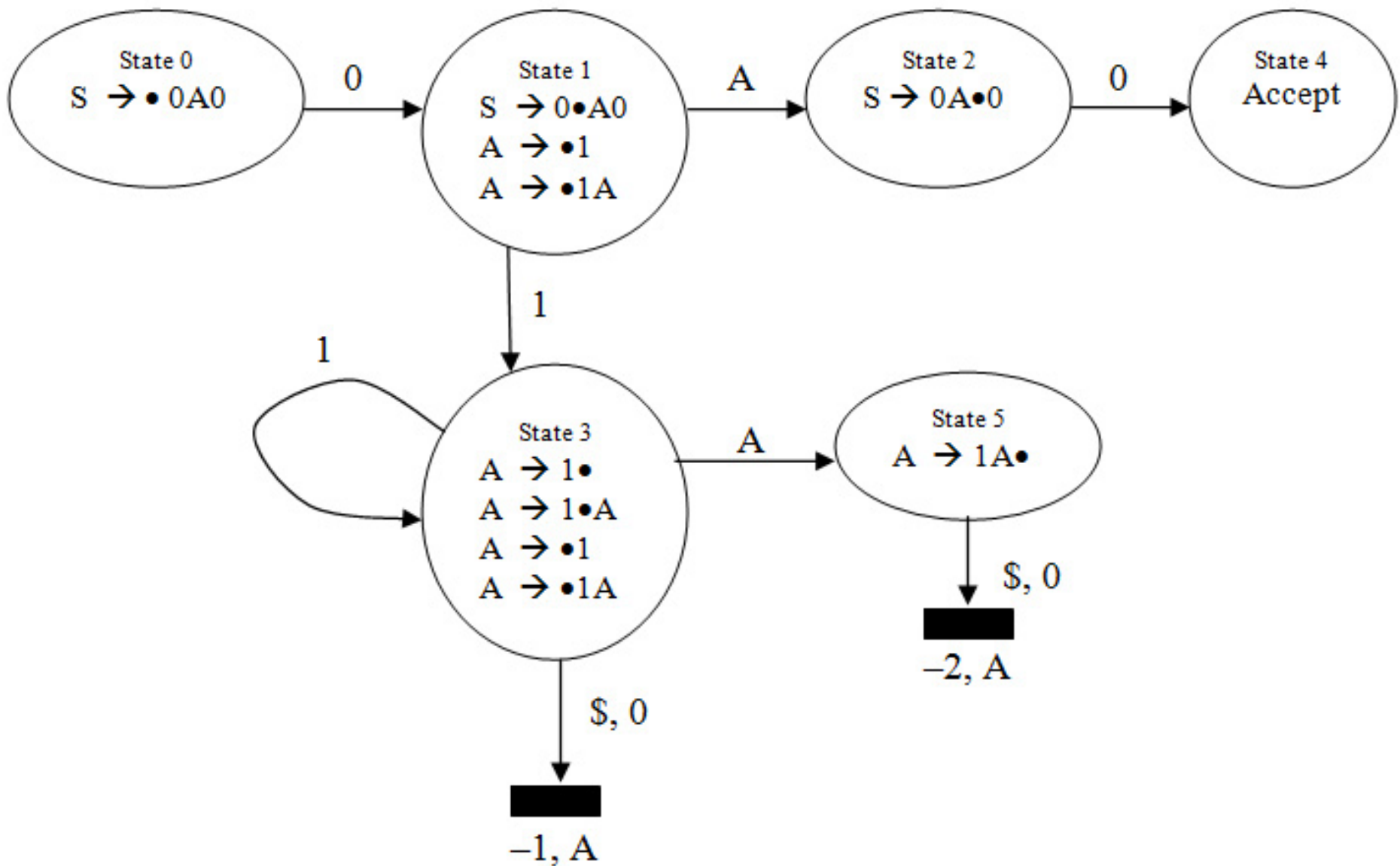
$$A \rightarrow 1 \mid 1A$$

- There are a total of 6 states
 - The start state is $S \rightarrow \bullet 0A0$
 - One state is the accept state

Creating states

Creating states for the example parse machine.

State	Items	Go to state	On input(s)
0	$S \rightarrow \bullet 0 A 0$	1	0
1	$S \rightarrow 0 \bullet A 0$ $A \rightarrow \bullet 1$ $A \rightarrow \bullet 1 A$	2 3 3	A 1 1
2	$S \rightarrow 0 A \bullet 0$	4	0
3	$A \rightarrow 1 \bullet$ $A \rightarrow 1 \bullet A$ $A \rightarrow \bullet 1$ $A \rightarrow \bullet 1 A$	Reduce 5 3 3	$\$, 0$ A 1 1
4	$S \rightarrow 0 A 0 \bullet$	Accept	$\$$
5	$A \rightarrow 1 A \bullet$	Reduce	$\$, 0$



Example with Input

- Suppose we want to parse 0110 with the grammar $S \rightarrow 0A0$ and $A \rightarrow 1 \mid 1A$.
- The steps in the trace are as follows.

State Stack	Input String	Next State
0	• 0 1 1 0	1
0 1	0 • 1 1 0	3
0 1 3	0 1 • 1 0	3
0 1 3 3	0 1 1 1 • 0	Need to backtrack: -1, A
0 1 3	0 1 1 • A 0	5
0 1 3 5	0 1 1 A • 0	Need to backtrack: -2, A
0 1	0 1 1 A • A 0	2
0 1 2	0 1 1 A A • 0	4 (accept state)

Fitting into a course

- Unit on bottom-up parsing takes 1 week
- Currently in our Computational Theory course
- Pre-requisite ideas
 - Helpful to know basic phases of compilation: scanning, parsing, code generation
 - Simple CFGs: can motivate with how we define mathematical expressions to enforce precedence & associativity
 - If desired: CYK algorithm to see if input string can be generated by grammar. Dynamic programming $O(n^3)$. Motivates need for efficient algorithm.

Outline of lessons

- Assumes 50-minute period
- Day 1
 - Running a parse machine. (~20 minutes)
 - Goto and reduce actions. The parse stack.
 - Introduction to creating parse machine: how to create the individual states. “Sets of items”
- Day 2
 - How to specify “reduce” actions.
 - Calculate the First and Follow of a nonterminal.
- Day 3: Extended example, which handles the special case where a nonterminal can generate ϵ .

Conclusion

- Can discuss with student what happens with real compiler
 - Hundreds of states...
 - Distinction between syntax and semantic errors
- After the unit, can talk about parse table as a convenient representation for implementation
 - Realization that many transitions are not specified!
- Goal is to gain a deeper appreciation of a programming language as defined by CFG
- Do it early in the curriculum, if you can spare a week in discrete math or CS 2.