# LL(1) Limitations

#### # Rules

- 1 Stmt  $\rightarrow$  if Expr then StmtList endif \$
- 2 Stmt  $\rightarrow$  if Expr then StmtList else StmtList endif \$
- **3** StmtList  $\rightarrow$  StmtList ; Stmt
- 4  $StmtList \rightarrow Stmt$
- 5  $Expr \rightarrow var + Expr$
- 6  $Expr \rightarrow var$
- 1. Suppose we want to generate an LL(1) parsing table (LLT) for this grammar, will we encounter problems? Discuss...

# LL(1) Limitations

The problem is that rules 1 and 2 share common prefixes (if), as well do rules 5 & 6 (var).

#	$p \in P$	Computed By	Predict Set
1	Stmt $\rightarrow$ if Expr then StmtList endif \$	FirstSet(RHS)	if
2	$Stmt \rightarrow if Expr then StmtList else StmtList endif $$	FirstSet(RHS)	if
3	$StmtList \rightarrow StmtList$ ; $Stmt$	FirstSet(RHS)	if
4	$StmtList \rightarrow Stmt$	FirstSet(RHS)	if
5	$Expr \rightarrow var + Expr$	FirstSet(RHS)	var
6	$Expr \rightarrow var$	FirstSet(RHS)	var

	+	;	else	endif	if	then	var	\$
Stmt					*			
Expr							*	
StmtList [Variable]					*			

# Common-Prefix Consolidation ("Left Factoring")

Solution: manipulate the rule suffices into a new non-terminal.

#	$p \in P$	Computed By	Predict Set
1	Stmt $\rightarrow$ if Expr then StmtList Q \$	FirstSet(RHS)	if
2	Q  ightarrow endif	FirstSet(RHS)	endif
3	$Q  ightarrow \mathit{else StmtList endif}$	FirstSet(RHS)	else
4	$StmtList \rightarrow StmtList$ ; $Stmt$	FirstSet(RHS)	if
5	$StmtList \rightarrow Stmt$	FirstSet(RHS)	if
6	$Expr \rightarrow varW$	FirstSet(RHS)	var
7	$W \rightarrow + Expr$	FirstSet(RHS)	+
8	$W   ightarrow  \lambda$	FollowSet(LHS)	then

- 1. Add *Q* so that *Stmt* can be written with one rule.
- 2. Add *W* so that *Expr* can be written with one rule.

	+	;	else	endif	if	then	var	\$
Stmt Expr					1		6	
StmtList					*			
Q			3	2				
W	7					8		

# **Eliminate Left Recursion**

We still have a problem with the predict set for *StmtList*, this is because

 $StmtList \rightarrow StmtList$ ; Stmt

is a left recursive rule.

Solution: refactor the recursive rule of the grammar to be RIGHT recursive, adding a new non-terminal to maintain the same language.

# **Eliminate Left Recursion**

# Solution: refactor the recursive rule of the grammar to be RIGHT recursive, adding a new non-terminal to maintain the same language.

The grammar, before refactoring, permits statement lists of the form

 $\begin{array}{rcccc} StmtList & \rightarrow & StmtList ; Stmt \\ & | & Stmt \end{array} & \Rightarrow & Stmt ; Stmt ; Stmt ; \dots ; Stmt \end{array}$ 

Making the rule right recursive lets a statement list begin the same way...

 $StmtList \rightarrow StmtR \Rightarrow Stmt \dots$ 

... now we just have to permit  $(; Stmt) \star$  with rules for R ...

 $\begin{array}{rcl} StmtList & \rightarrow & Stmt \ R \\ R & \rightarrow & ; \ Stmt \ R \\ & \mid & \lambda \end{array}$ 

# **Eliminate Left Recursion**

#	$p \in P$	Computed By	Predict Set
1	Stmt $\rightarrow$ if Expr then StmtList Q \$	FirstSet(RHS)	if
2	$Q  ightarrow \mathit{endif}$	FirstSet(RHS)	endif
3	$Q  ightarrow \mathit{else StmtList endif}$	FirstSet(RHS)	else
4	$StmtList \rightarrow Stmt R$	FirstSet(RHS)	if
5	$R \rightarrow$ ; Stmt R	FirstSet(RHS)	;
6	$R   ightarrow  \lambda$	FollowSet(LHS)	else, endif
7	$Expr \rightarrow varW$	FirstSet(RHS)	var
8	$W \rightarrow + Expr$	FirstSet(RHS)	+
9	$W  ightarrow \lambda$	FollowSet(LHS)	then

$$\begin{array}{ccccc} A & \to & A\gamma\beta \\ A & \to & \beta \end{array} \quad \Rightarrow \quad \begin{array}{cccc} A & \to & \beta R \\ R & \to & \gamma\beta R \\ & & | & \lambda \end{array}$$

( $\gamma$  may be "empty," recall lower Greek letters are ( $\Sigma + N$ )\*)

	+	;	else	endif	if	then	var	\$
Stmt Expr StmtList Q R W	8	5	3 6	2 6	1	9	7	

#### **Dangling Brackets and LL(1) Grammars**

$$\begin{array}{c|c} \mbox{# Rules} \\ \hline 1 & P \rightarrow S \ \ \\ 2 & S \rightarrow \ \ \\ 3 & S \rightarrow \lambda \\ 4 & T \rightarrow \ \ \\ 5 & T \rightarrow \lambda \end{array}$$

A seemingly unimportant language with a predict set conflict.

The language for this grammar is  $\{\langle i \rangle^j | i \ge j \ge 0\}$ 

(there are always as many or more opening brackets than closing brackets).

	>	<	\$
P		1	1
S	3	2	3
Т	*		5

#	$p \in P$	Computed By	Predict Set
1	$P \rightarrow S$ \$	FirstSet(RHS)	<b>〈</b> , \$
2	$S \rightarrow \langle ST$	FirstSet(RHS)	<
3	$S ightarrow\lambda$	FollowSet(LHS)	<b>〉</b> , \$
4	$T \rightarrow \rangle$	FirstSet(RHS)	>
5	$T \rightarrow \lambda$	FollowSet(LHS)	<b>&gt;</b> ,\$

# **Dangling Brackets and LL(1) Grammars**

#	Rules
1	$P \rightarrow S$ \$
2	$S \rightarrow \langle ST$
3	$S ightarrow\lambda$
4	$T \rightarrow \rangle$
5	$T \rightarrow \lambda$

In the sentence  $\langle \langle \rangle$ , the closing bracket could be associated with either of the opening brackets depending on the order in which rules 4 and 5 are applied.

"T doesn't know" to which opening bracket a closing bracket belongs.

The language for this grammar is  $\{ \langle i \rangle^{j} | i \geq j \geq 0 \}$ 

(there are always as many or more opening brackets than closing brackets).

	>	<	\$
P		1	1
S	3	2	3
Т	*		5



#### **Dangling Brackets and LL(1) Grammars**

#Rules1 $P \rightarrow S$  \$2 $S \rightarrow \langle S T$ 3 $S \rightarrow \lambda$ 4 $T \rightarrow \rangle$ 5 $T \rightarrow \lambda$ 

The language for this grammar is  $\{\langle i \rangle^{j} | i \ge j \ge 0\}$ 

(there are always as many or more opening brackets than closing brackets).

	>	<	\$
P		1	1
S	3	2	3
Т	*		5

This is the "dangling bracket" problem that LL(1) grammars cannot parse.

... and why should we care?

Why do we care about this silly bracket language?

Because it is near and dear to a favorite programming construct...

#	Rules	#	Rules	_	#	Rules
1	$P \rightarrow S$ \$	1	$Program \rightarrow Stmt $	-	1	$Program \rightarrow Stmt $
2	$S \rightarrow \langle ST \rangle_{-}$	ູ 2	Stmt $\rightarrow$ $\langle$ Stmt T	$\rightarrow 1$	2	Stmt $ ightarrow$ if query then Stmt T
3	$S \rightarrow \lambda$ =	<sup>7</sup> 3	$Stmt \rightarrow \lambda$	$\Rightarrow$	3	$Stmt \rightarrow \lambda$
4	$T \rightarrow \rangle$	4	$T \rightarrow \rangle$		4	$T \rightarrow else Stmt$
5	$T   ightarrow  \lambda$	5	$T \rightarrow \lambda$		5	$T \rightarrow \lambda$

<sup>1</sup> Substitute  $\langle$  with *if querythen* and  $\rangle$  with *else Stmt*.

Technically, this is no longer DBL (we've added terminals), but it demonstrates DBL's closeness to if-then-else.

But everyone knows the "dangling bracket" belongs to the nearest sibling before it...

#	Rules	#	Rules
1	$P \rightarrow S$ \$	1	$P \rightarrow S$ \$
2	$S \rightarrow \langle S T \rangle$	_ 2	$S   ightarrow  ig \langle  S$
3	$S ightarrow\lambda$	= 3	$S \  ightarrow \ T$
4	$T \rightarrow \rangle$	4	$T \rightarrow \langle T \rangle$
5	$T \rightarrow \lambda$	5	$T \rightarrow \lambda$

Both grammars generate the same language, namely

 $\{\langle i \rangle^j \,|\, i \ge j \ge 0\}$ 

But the new grammar (with rule 4:  $T \rightarrow \langle T \rangle$ ) assures us that paired brackets belong to the same parse tree node, *T*'s  $\lambda$  production **can't be misplaced!** 

... would anyone like to see the predict sets for this new improved grammar?

Now it is *S* that doesn't know if an opening bracket has a closing bracket (use rule 3  $S \to T$  ) or does not (use rule 2  $S \to \langle T \rangle$ ).

				#	Г
	>	<	\$	1	1
P		1	1	2	S
S	3	2	3	3	S
Т	*		5	4	7

#	Rules	#	Rules				
1	$P \rightarrow S $	1	$P \rightarrow S$ \$		>	<	\$
2	$S \rightarrow \langle ST ]$	2	$S \rightarrow \langle S \rangle$	P		1	1
3	$S \rightarrow \lambda$ =	3	$S \rightarrow T$	S		*	3
4	$T \rightarrow \rangle$	4	$T \;  ightarrow \; \langle \; T \;  angle$	Т	5	4	5
5	$T~ ightarrow~\lambda$	5	$T~ ightarrow~\lambda$				-

#	$p \in P$	Computed By	Predict Set
1	$P \rightarrow S$ \$	FirstSet(RHS)	<b>&lt;</b> , \$
2	$S \rightarrow \langle S \rangle$	FirstSet(RHS)	<
3	$S \rightarrow T$	$FirstSet(RHS) \cup FollowSet(LHS)$	<b>〈</b> , \$
4	$T \rightarrow \langle T \rangle$	FirstSet(RHS)	<
5	$T \rightarrow \lambda$	FollowSet(LHS)	<b>〉</b> , \$

Trying to factor out common prefixes for S is fruitless (you are encouraged to try it!). You will convince yourself that **no amount of look ahead or factoring** solves this problem (for arbitrary *i* and *j*).

#Rules1
$$P \rightarrow S$$
 \$2 $S \rightarrow \langle S$ 3 $S \rightarrow T$ 4 $T \rightarrow \langle T \rangle$ 5 $T \rightarrow \lambda$ 

#	$p \in P$	Computed By	Predict Set
1	$P \rightarrow S$ \$	FirstSet(RHS)	<b>〈</b> , \$
2	$S \rightarrow \langle S \rangle$	FirstSet(RHS)	<
3	$S \rightarrow T$	$FirstSet(RHS) \cup FollowSet(LHS)$	<b>〈</b> , \$
4	$T \rightarrow \langle T \rangle$	FirstSet(RHS)	<
5	$T \rightarrow \lambda$	FollowSet(LHS)	<b>〉</b> , \$

## Dangling Brackets, if-then-else: A NEW HOPE

All is not lost! A critical observation can be made that tells us which of rules 4 and 5 to use at the LLT conflict... any thoughts?

- # Rules
- $3 \quad \textit{Stmt} \ \rightarrow \ \lambda$
- 4  $T \rightarrow else Stmt$
- 5  $T \rightarrow \lambda$

	else	if	query	then	\$
Program		1			1
Stmt	3	2			3
Т	*				5

#	$p \in P$	Computed By	Predict Set
1	$Program \rightarrow Stmt $	FirstSet(RHS)	if,\$
2	Stmt $ ightarrow$ if query then Stmt T	FirstSet(RHS)	if
3	$Stmt \rightarrow \lambda$	FollowSet(LHS)	else,\$
4	$T \rightarrow else Stmt$	FirstSet(RHS)	else
5	$T \rightarrow \lambda$	FollowSet(LHS)	else,\$

## Dangling Brackets, if-then-else: A NEW HOPE

We should use rule 4, since it isn't represented anywhere else in the LLT, and without rule 4, we would be parsing a different language.

# Rules

- 1  $Program \rightarrow Stmt$ \$
- 2 Stmt  $\rightarrow$  if query then Stmt T
- $3 \quad \textit{Stmt} \ \rightarrow \ \lambda$
- 4  $T \rightarrow else Stmt$
- 5  $T \rightarrow \lambda$

	else	if	query	then	\$
Program		1			1
Stmt	3	2			3
Т	4				5

#	$p \in P$	Computed By	Predict Set
1	$Program \rightarrow Stmt $	FirstSet(RHS)	if,\$
2	$Stmt \rightarrow if$ query then $Stmt T$	FirstSet(RHS)	if
3	$Stmt \rightarrow \lambda$	FollowSet(LHS)	else,\$
4	$T \rightarrow else Stmt$	FirstSet(RHS)	else
5	$T  ightarrow \lambda$	FollowSet(LHS)	else,\$

# Didn't if-then-else used to work with LL(1)?

Our first example clearly had a language with if-then-else structures and we were able to generate LLT tables after common prefix refactoring and avoiding left recursion.

Then we waded through the *slough of dangling brackets*, now it's unclear what's what : (

# Rules

- 1 Stmt  $\rightarrow$  if Expr then StmtList Q \$
- 2  $Q \rightarrow endif$
- 3  $Q \rightarrow else StmtList endif$
- 4  $StmtList \rightarrow Stmt R$
- 5  $R \rightarrow$ ; Stmt R
- $6 \quad R \ \rightarrow \ \lambda$
- 7  $Expr \rightarrow varW$
- 8  $W \rightarrow + Expr$
- 9  $W \rightarrow \lambda$

#### # Rules

- 1  $Program \rightarrow Stmt$  \$
- 2 Stmt  $\rightarrow$  if query then Stmt T

3 
$$Stmt \rightarrow \lambda$$

4 
$$T \rightarrow else Stmt$$

5 
$$T \rightarrow \lambda$$

# Didn't if-then-else used to work with LL(1)?

Our first example clearly had a language with if-then-else structures and we were able to generate LLT tables after common prefix refactoring and avoiding left recursion.

Then we waded through the *slough of dangling brackets*, now it's unclear what's what : (

# Rules

- 1 Stmt  $\rightarrow$  if Expr then StmtList Q \$
- 2  $Q \rightarrow endif$
- 3  $Q \rightarrow else StmtList endif$
- 4  $StmtList \rightarrow Stmt R$
- 5  $R \rightarrow$ ; Stmt R
- $6 \quad R \ \rightarrow \ \lambda$
- 7  $Expr \rightarrow varW$
- 8  $W \rightarrow + Expr$

9 
$$W \rightarrow \lambda$$

# Rules

- 1  $Program \rightarrow Stmt$  \$
- 2 Stmt  $\rightarrow$  if query then Stmt T

3 
$$Stmt \rightarrow \lambda$$

4 
$$T \rightarrow else Stmt$$

5 
$$T \rightarrow \lambda$$

See the difference?

## Languages with "endif"...

#### # Rules

- 1  $Program \rightarrow Stmt$ \$
- 2 Stmt  $\rightarrow$  if query then Stmt T
- 3 Stmt  $\rightarrow \lambda$
- 4  $T \rightarrow else Stmt$
- 5  $T \rightarrow \lambda$

	else	if	query	then	\$
Program		1			1
Stmt	3	2			3
Т	*				5

#	Rules
1	$Program \rightarrow Stmt $
2	Stmt $\rightarrow$ if query then Stmt T endif
3	$Stmt \rightarrow \lambda$
4	T also Start

4  $T \rightarrow else Stmt$ 5  $T \rightarrow \lambda$ 

	else	endif	if	query	then	\$
Program			1			1
Stmt	3	3	2			3
Т	4	5				

# Languages with "endif" ...

By pairing *if* beginnings to *endif* endings, many recursive descent parsers fixed their "dangling bracket" problem.

This works because it turns these control structures into a **matched bracket** language, which you knew from a recent LGA is an LL(1) language.

#### # Rules

- 1  $Program \rightarrow Stmt$ \$
- 2 Stmt  $\rightarrow$  if query then Stmt T endif
- $3 \quad \mathit{Stmt} \ \rightarrow \ \lambda$
- 4  $T \rightarrow else Stmt$
- 5  $T \rightarrow \lambda$

#	Rules
1	$S \rightarrow M$ \$
2	$M \rightarrow \langle M \rangle$
3	$M ightarrow\lambda$

(Matched Bracket Language)