

# Introduction to Parsing

- What is a parser?
- Under what criteria can they be evaluated?
- Parsing strategies
  - top-down vs. bottom-up
  - left-right vs. right-left
  - depth-first vs. breadth-first
- Parsing strategy of Prolog executing DCGs

# Parsers and criteria to evaluate them

- Function of a parser:
  - grammar + string  $\rightarrow$  analysis trees
- Main criteria for evaluating parsers:
  - correctness
  - completeness
  - efficiency

# Correctness

A parser is **correct** iff for every grammar and for every string, every analysis returned by parser is an actual analysis.

Correctness is nearly always required (unless simple post-processor could eliminate wrong analyses)

# Completeness

A parser is **complete** iff for every grammar and for every string, every correct analysis is found by the parser.

- In theory, always desirable.
- In practice, essential to find the 'relevant' analysis first (possibly using heuristics).
- For grammars licensing an infinite number of analyses this means: there is no analysis that the parser could not find.

# Efficiency

- One can reason about complexity of (parsing) algorithms by considering how it will deal with bigger and bigger examples.
- For practical purposes, the factors ignored by such analyses are at least as important.
  - profiling using typical examples important
  - finding the (relevant) first parse vs. all parse
- Memoization of complete or partial results is essential to obtain efficient parsing algorithms.

# Complexity classes

If  $n$  is the length of the string to be parsed, one can distinguish the following complexity classes:

- **constant**: the amount of work does not depend on  $n$
- **logarithmic**: the amount of work behaves like  $\log_k(n)$ , for some constant  $k$

## Complexity classes (cont.)

- **polynomial**: the amount of work behaves like  $n^k$ , for some constant  $k$ . This is sometimes subdivided into the cases
  - **linear** ( $k = 1$ )
  - **quadratic** ( $k = 2$ )
  - **cubic** ( $k = 3$ )
  - . . . .
- **exponential**: the amount of work behaves like  $k^n$ , for some constant  $k$ .

# Complexity and the Chomsky hierarchy

Grammar type	Worst-case complexity of recognition
regular (3)	linear
context-free (2)	cubic ( $n^3$ )
context-sensitive (1)	exponential
general rewrite (0)	undecidable

Recognition with type 0 grammars is **recursively enumerable**: if a string  $x$  is in the language, the recognition algorithm will succeed, but it will not return if  $x$  is not in the language.



# Parsing strategies

1. What do we start from?
  - top-down vs. bottom-up
2. In what order is the string or the RHS of a rule looked at?
  - left-to-right, right-to-left, island-driven, . . .
3. How are alternatives explored?
  - depth-first vs. breadth-first

# Direction of processing: Top-down

**Goal-driven** processing is Top-down:

- Start with the start symbol
- Derive sentential forms.
- If the string is among the sentences derived this way, it is part of the language.

## Direction of processing: Bottom-up

**Data-driven** processing is Bottom-up:

- Start with the sentence.
- For each substring  $\sigma$  of each sentential form  $\alpha\sigma\beta$ , find each grammar rule  $N \rightarrow \omega$  to obtain all sentential forms  $\alpha N\beta$ .
- If the start symbol is among the sentential forms obtained, the sentence is part of the language.

Problem: Epsilon rules ( $N \rightarrow \epsilon$ ).

# The order of looking at substrings or a RHS

## Left-to-Right

- Use the leftmost symbol first, continuing with the next to its right

Problem for top-down, left-to-right processing: left-recursion (e.g.,  $N' \rightarrow N' PP$ ) leads to non-termination.

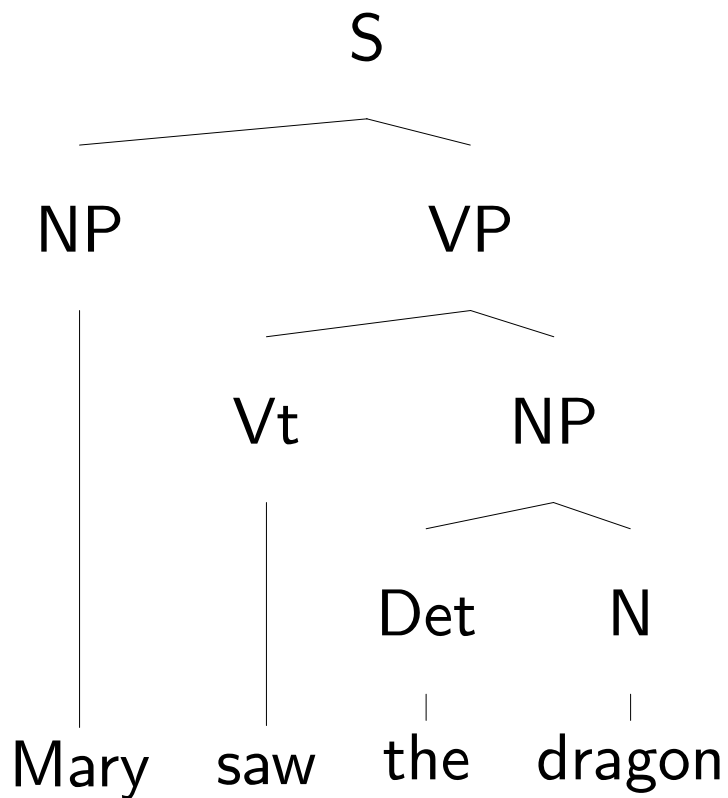
## How are alternatives explored? Depth-first

- At every choice point: Pursue a single alternative completely before trying another alternative.
- State of affairs at the choice points needs to be remembered. Choices can be discarded after unsuccessful exploration.
- Depth-first search is generally not complete.

## How are alternatives explored? Breadth-first

- At every choice point: Pursue every alternative for one step at a time.
- Requires massive bookkeeping since each alternative computation needs to be remembered at the same time.
- Search is guaranteed to be complete.

## A small example



$S \rightarrow NP VP$

$VP \rightarrow Vi$

$Vt \rightarrow \text{saw}$

$Det \rightarrow \text{the}$

$N' \rightarrow N$

$N \rightarrow \text{dragon}$

$PP \rightarrow P NP$

$P \rightarrow \text{in}$

$NP \rightarrow \text{Mary}$

$NP \rightarrow Det N'$

$VP \rightarrow Vt NP$

$Vi \rightarrow \text{left}$

$Det \rightarrow \text{a}$

$N' \rightarrow N' PP$

$N \rightarrow \text{cave}$

$PP \rightarrow \text{there}$

$P \rightarrow \text{at}$

$NP \rightarrow \text{midnight}$

# Compiling and executing DCGs in Prolog

- DCGs are a grammar formalism supporting any kind of parsing regime.
- The standard translation of DCGs to Prolog plus the proof procedure of Prolog results in a parsing strategy which is
  - top-down
  - left-to-right
  - depth-first