

Parser combinators

Structurally Recursive Descent Parsing

Nils Anders Danielsson (Nottingham)
Joint work with Ulf Norell (Chalmers)

- ▶ Parser combinator libraries are great!
- ▶ Elegant code.
- ▶ Executable grammars.
- ▶ Easy to abstract out recurring patterns.
- ▶ Light-weight.
- ▶ Nowadays often fast enough.

Simple example

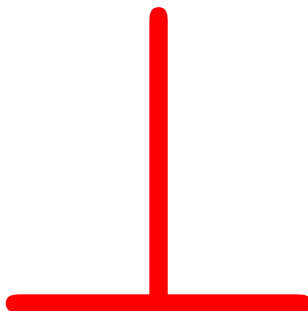
$$\begin{aligned} \text{expr} &= _+_ \ \$ \ \text{term} \ \langle * \ \text{sym} \ ' + ' \ \langle * \rangle \ \text{expr} \\ & \quad | \quad \text{term} \\ \text{term} &= \dots \end{aligned}$$

Simple example

$$\begin{aligned} \text{expr} &= _+_ \ \$ \ \text{expr} \ \langle * \ \text{sym} \ ' + ' \ \langle * \rangle \ \text{term} \\ & \quad | \quad \text{term} \\ \text{term} &= \dots \end{aligned}$$

Risk of non-termination

- ▶ Combinator parsing is **not guaranteed to terminate**.
- ▶ Most combinator parsers fail for left-recursive grammars.
- ▶ *Executable* grammars?
- ▶ Some errors are not caught at compile-time.



Another problem

- ▶ All interesting grammars are **cyclic**:

$$\begin{array}{l} \text{expr} = _ + _ \$ \text{ term} \langle * \text{ sym ' + ' } \langle * \rangle \text{ expr} \\ | \qquad \qquad \qquad \text{term} \end{array}$$

- ▶ Cyclic values are hard to understand and reason about.
- ▶ How do you implement combinator parsing in a language which requires structural recursion?

Our solution

- ▶ Remove cycles by representing grammars as functions from non-terminals to parsers:

Grammar tok nt = nt res → Parser tok nt res

- ▶ Rule out left recursion by restricting the types.

Examples

Example

- ▶ Non-terminals:

```
data NT : ParserType where
  expr : NT → ℕ
  term : NT → ℕ
```

- ▶ Result type: ℕ.
- ▶ Indices ensuring termination: $_$.
Inferred automatically.

Example

```
g : Grammar Char NT
g expr = \_ + \_ $ ! term <* sym ' + ' <*> ! expr
      | \_ ! term
g term = ...
```

- ▶ Note: *g* is not recursive.
- ▶ ! turns a non-terminal into a parser.

Example

```
g : Grammar Char NT
g expr = \_ + \_ $ ! term <* sym ' + ' <*> ! expr
      | \_ ! term
g term = ...
```

- ▶ Uses applicative functor interface.
- ▶ Monadic interface also possible.

Abstraction

- ▶ Much of the flavour of ordinary combinator parsers is preserved.
- ▶ Abstraction requires a little work, though.

Abstraction

```

data NT : ParserType where
  lib  : L.Nonterminal NT i r → NT _ r
  expr : NT _ ℕ
  term : NT _ ℕ
  op   : NT _ (ℕ → ℕ → ℕ)
open L.Combinators lib
g : Grammar Char NT
g (lib p) = libraryGrammar p
g expr  = chainl1 (! term) (! op)
g term  = number | parenthesised (! expr)
g op    = _+_ <$ sym '+'
        | _-- <$ sym '-'

```

Abstraction

```

data NT : ParserType where
  lib  : L.Nonterminal NT i r → NT _ r
  expr : NT _ ℕ
  term : NT _ ℕ
  op   : NT _ (ℕ → ℕ → ℕ)
open L.Combinators lib
g : Grammar Char NT
g (lib p) = libraryGrammar p
g expr  = chainl1 (! term) (! op)
g term  = number | parenthesised (! expr)
g op    = _+_ <$ sym '+'
        | _-- <$ sym '-'

```

Running a parser

```

parse : Parser tok nt i result
      → Grammar tok nt
      → [tok] → [result × [tok]]

```

How does it work?

Indices

Parsers are indexed on two things:

Index = *Empty* × *Corners*

Empty Does the parser accept the empty string?

Corners A tree representation of the proper left corners of the parser.

Indices

Empty Does the parser accept the empty string?

$Empty = Bool$

Corners Represents all positions in the grammar in which the parser must not recurse to itself.

data *Corners* : Set where

leaf : *Corners*

step : *Corners* → *Corners*

node : *Corners* → *Corners* → *Corners*

Some basic combinators

$$\begin{aligned}
\langle*\rangle &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \wedge e_2, \text{if } e_1 \text{ then node } c_1 \ c_2 \text{ else } c_1) \\
| &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \vee e_2, \text{node } c_1 \ c_2) \\
!_ &: nt (e, c) \rightarrow Parser (e, \text{step } c)
\end{aligned}$$

Some basic combinators

$$\begin{aligned}
\langle*\rangle &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \wedge e_2, \text{if } e_1 \text{ then node } c_1 \ c_2 \text{ else } c_1) \\
| &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \vee e_2, \text{node } c_1 \ c_2) \\
!_ &: nt (e, c) \rightarrow Parser (e, \text{step } c)
\end{aligned}$$

Some basic combinators

$$\begin{aligned}
\langle*\rangle &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \wedge e_2, \text{if } e_1 \text{ then node } c_1 \ c_2 \text{ else } c_1) \\
| &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \vee e_2, \text{node } c_1 \ c_2) \\
!_ &: nt (e, c) \rightarrow Parser (e, \text{step } c)
\end{aligned}$$

This does not type check:

$$\begin{aligned}
\text{grammar} &: nt (e, c) \text{ res} \rightarrow Parser \text{ tok } nt (e, c) \text{ res} \\
\text{grammar rec} &= ! \text{rec}
\end{aligned}$$

Reason: $c \neq \text{step } c$.

Some basic combinators

$$\begin{aligned}
\langle*\rangle &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \wedge e_2, \text{if } e_1 \text{ then node } c_1 \ c_2 \text{ else } c_1) \\
| &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \vee e_2, \text{node } c_1 \ c_2) \\
!_ &: nt (e, c) \rightarrow Parser (e, \text{step } c)
\end{aligned}$$

This works, though:

$$\begin{aligned}
\text{grammar} &: nt (e, c) \text{ res} \rightarrow Parser \text{ tok } nt (e, c) \text{ res} \\
\text{grammar rec} &= \text{sym } c \ \langle*\rangle \ ! \text{rec}
\end{aligned}$$

Reason: $\text{sym } c$ must consume a token.

Some basic combinators

$$\begin{aligned}
\langle*\rangle &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \wedge e_2, \text{if } e_1 \text{ then node } c_1 \ c_2 \text{ else } c_1) \\
| &: Parser (e_1, c_1) \rightarrow Parser (e_2, c_2) \rightarrow \\
&\quad Parser (e_1 \vee e_2, \text{node } c_1 \ c_2) \\
!_ &: nt (e, c) \rightarrow Parser (e, \text{step } c)
\end{aligned}$$

Indirect left recursion also fails:

$$\begin{aligned}
\text{grammar} &: nt (e, c) \text{ res} \rightarrow Parser \text{ tok } nt (e, c) \text{ res} \\
\text{grammar rec} &= ! \text{other } \langle*\rangle \ \dots \\
\text{grammar other} &= \text{many } p \ \langle*\rangle \ ! \text{rec}
\end{aligned}$$

Indices can be useful anyway

- ▶ Parsing zero or more things:

$$\begin{aligned} \text{many} &: \text{Parser tok nt (false, c) } r \\ &\rightarrow \text{Parser tok nt } _ \quad [r] \end{aligned}$$

- ▶ Note that the input parser must not accept the empty string.
- ▶ Even if the backend can handle *many empty* it seems reasonable to assume that it is a bug.

Backend

- ▶ Simple backtracking implementation. (So far.)
- ▶ Lexicographic structural recursion over:
 1. An upper bound on the length of the input string.
 2. The *Corners* index.
 3. The structure of the parser.

Expressive power?

- ▶ Can define grammars with an infinite number of non-terminals:

```
data NT : ParserType where
  a1+_ : ℕ → NT _ Unit
  g : Grammar Char NT
  g (a1+ zero) = sym 'a' *> return unit
  g (a1+ (suc n)) = sym 'a' *> !(a1+ n)
```

- ▶ Can use this to define non-context-free languages: $a^n b^n c^n$.

Expressive power?

- ▶ Can define grammars with an infinite number of non-terminals:

```
data NT : ParserType where
  a1+_ : ℕ → NT _ Unit
  g : Grammar Char NT
  g (a1+ zero) = sym 'a' *> return unit
  g (a1+ (suc n)) = sym 'a' *> !(a1+ n)
```

- ▶ **Careful!** Types can become really complicated:

$$nt : (n : \mathbb{N}) \rightarrow NT (f\ n) Unit$$

Expressive power?

- ▶ Can define grammars with an infinite number of non-terminals:

```
data NT : ParserType where
  a1+_ : ℕ → NT _ Unit
  g : Grammar Char NT
  g (a1+ zero) = sym 'a' *> return unit
  g (a1+ (suc n)) = sym 'a' *> !(a1+ n)
```

- ▶ The same warning applies when defining libraries.

Conclusions

- ▶ Structurally recursive descent parsing.
- ▶ Termination guaranteed.
- ▶ Errors caught at compile-time.
- ▶ Still feels like combinator parsing.
- ▶ More complicated types, but the overhead for the user is usually small.

Possible future work

- ▶ More efficient backend.
- ▶ Use backend which can handle left recursion \Rightarrow less complicated types.
 - ▶ But the types can be nice to have anyway.
 - ▶ And who needs left recursion?
chainl is more high-level.



Defining a library: Non-terminals

Extra slides

The non-terminals are parameterised on the outer grammar's non-terminals:

```
data NT (nt : ParserType) : ParserType where
  many : Parser tok nt (false, c) r  $\rightarrow$  NT nt _ [r]
  many1 : Parser tok nt (false, c) r  $\rightarrow$  NT nt _ [r]
```

Defining a library: Combinators

Combinators parameterised on a *lib* constructor:

```
module Combinators (lib : NT nt i r  $\rightarrow$  nt i r) where
  _* : Parser tok nt (false, c) r  $\rightarrow$  Parser tok nt _ [r]
  p* = ! lib (many p)
  _+ : Parser tok nt (false, c) r  $\rightarrow$  Parser tok nt _ [r]
  p+ = ! lib (many1 p)
  library : NT nt i r  $\rightarrow$  Parser tok nt i r
  library (many p) = return [] | p+
  library (many1 p) = _::_ $ p <*> p*
```

Defining a library: Combinators

Wrappers (to ease use of the library):

```
module Combinators (lib : NT nt i r  $\rightarrow$  nt i r) where
  _* : Parser tok nt (false, c) r  $\rightarrow$  Parser tok nt _ [r]
  p* = ! lib (many p)
  _+ : Parser tok nt (false, c) r  $\rightarrow$  Parser tok nt _ [r]
  p+ = ! lib (many1 p)
  library : NT nt i r  $\rightarrow$  Parser tok nt i r
  library (many p) = return [] | p+
  library (many1 p) = _::_ $ p <*> p*
```

Defining a library: Combinators

Grammar (as before):

module *Combinators* (*lib* : *NT nt i r* → *nt i r*) **where**

_^{*} : *Parser tok nt* (false, c) *r* → *Parser tok nt _* [*r*]

p^{*} = ! *lib* (many *p*)

_⁺ : *Parser tok nt* (false, c) *r* → *Parser tok nt _* [*r*]

p⁺ = ! *lib* (many₁ *p*)

library : *NT nt i r* → *Parser tok nt i r*

library (many *p*) = *return* [] | *p*⁺

library (many₁ *p*) = *---* \$ *p* <*> *p*^{*}

[◀ Go back](#)