

Chart Parsing

Lecture #3

Introduction to Natural Language Processing

CMPSCI 585, Fall 2004

University of Massachusetts Amherst



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(agglomeration of slides from Jason Eisner)

Today's Main Points

- Refresher for dynamic programming
How this applies to parsing.
- Two dynamic programming parsers:
 - CYK
 - Earley's algorithm
- Hand out Programming Assignment #1
"Implement CYK"

Programming languages

```
printf ("/charset [%s",  
       (re_opcode_t) *(p - 1) == charset_not ? "^" : "");  
assert (p + *p < pend);  
for (c = 0; c < 256; c++)  
  if (c / 8 < *p && (p[1 + (c/8)] & (1 << (c % 8)))) {  
    /* Are we starting a range? */  
    if (last + 1 == c && ! inrange) {  
      putchar ('-');  
      inrange = 1;  
    }  
    /* Have we broken a range? */  
    else if (last + 1 != c && inrange) {  
      putchar (last);  
      inrange = 0;  
    }  
    if (! inrange)  
      putchar (c);  
    last = c;  
  }
```

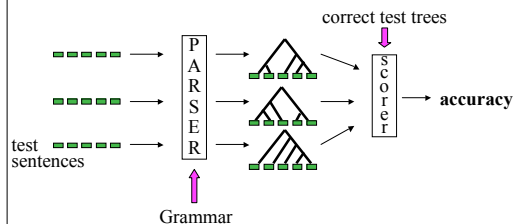
- Easy to parse.
- Designed that way!

Natural languages

```
printf ("/charset [%s", re_opcode_t *p - 1 == charset_not ? "" : "");  
assert p + *p < pend; for (c = 0; c < 256; c++) if (c / 8 < *p && p[1 +  
c/8 & 1 << c % 8) Are we starting a range? if last + 1 == c && !  
inrange putchar '-'; inrange = 1; Have we broken a range? else if last  
+ 1 != c && inrange putchar last; inrange = 0; if ! inrange putchar  
c; last = c;
```

- No {} () [] to indicate scope & precedence
- Lots of overloading (arity varies)
- Grammar isn't known in advance!
- Context-free grammar not best formalism

The parsing problem



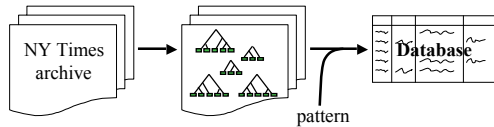
Applications of parsing (1/2)

- Machine translation (Alshawi 1996, Wu 1997, ...)

English tree operations Chinese
- Speech synthesis from parses (Prevost 1996)
The government plans to raise income tax.
The government plans to raise income tax the imagination.
- Speech recognition using parsing (Chelba et al 1998)
Put the file in the folder.
Put the file and the folder.

Applications of parsing (2/2)

- Grammar checking (Microsoft)
- Indexing for information retrieval (Woods 1997)
... washing a car with a hose ... vehicle maintenance
- Information extraction (Hobbs 1996) (Miller et al 2000)



Parsing State of the Art

- Recent parsers quite accurate, e.g.,
 - *A Maximum-Entropy-Inspired Parser*
Eugene Charniak
Proceedings of NAACL-2000.
 - *Three Generative, Lexicalised Models for Statistical Parsing*
Michael Collins
Proceedings of ACL, 1997.
- Most sentences parsed correctly, or with one error

Last class...

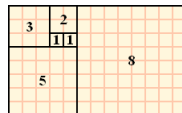
- We defined a CFG, where it sits in the Chomsky hierarchy
- Talked about parsing as **search**...
...through an exponential number of possible trees
- Gave examples of bottom-up and top-down search.
- Discussed problems:
 - Infinite loop with left-recursive rules
 - Much duplicated work in exponential space...
backtracking

Dynamic Programming

- (Not much to do with “programming” in the CS sense.)
- Dynamic programming is efficient in finding optimal solutions for cases with lots of **overlapping subproblems**.
- It solves problems by *recombining solutions* to subproblems, when the subproblems themselves may share sub-subproblems.

DP Example: Calculating Fibonacci Numbers

- $F(n) = F(n-1) + F(n-2)$,
where $F(0)=0, F(1)=1$.
E.g. 0, 1, 1, 2, 3, 5, 8, 13, 21



- Non-DP implementation

```
function fib(n)
  if n is 0 or 1, return n,
  otherwise, return fib(n-1) + fib(n-2)
end function
```

DP Example: Calculating Fibonacci Numbers

- DP implementation

```
function fib(n)
  array f[n];
  f[0] = 0;
  f[1] = 1;
  for i = 2 to requested number do
    f[i] = f[i-1] + f[i-2];
  end function
```

Dynamic Programming for Parsing

- Given CFG in Chomsky Normal Form, and an input string, we want to search for valid parse trees.
- What are the intermediate sub-problems?
- What would the dynamic programming table look like?

CKY algorithm, recognizer version

- Input:** string of n words
- Output:** yes/no (since it's only a recognizer)
- Data structure:** $n \times n$ table
 - rows labeled 0 to $n-1$
 - columns labeled 1 to n
 - cell $[i,j]$ lists possible constituents spanning words between i and j

CKY algorithm, recognizer version

- for $i := 1$ to n
 - Add to $[i-1,i]$ all (part-of-speech) categories for the i^{th} word
- for width := 2 to n
 - for start := 0 to n -width
 - Define end := start + width
 - for mid := start+1 to end-1
 - for every constituent X in $[start, mid]$
 - for every constituent Y in $[mid, end]$
 - for all ways of combining X and Y (if any)
 - Add the resulting constituent to $[start, end]$ if it's not already there.

time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3								
1		NP 4 VP 4							
2				P 2 V 5					
3						Det 1			
4								N 8	

- NP → time
- Vst → time
- NP → flies
- VP → flies
- P → like
- V → like
- Det → an
- N → arrow
- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3								
1		NP 4 VP 4							
2				P 2 V 5					
3						Det 1			
4								N 8	

- 1 S → NP VP
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- 2 S → S PP
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- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10							
1		NP 4 VP 4							
2				P 2 V 5					
3						Det 1			
4								N 8	

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
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- 1 NP → Det N
- 2 NP → NP PP
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8			
1		NP 4 VP 4			
2			P 2 V 5		
3				Det 1	
4					N 8

1 S → NP VP
 6 S → Vst NP
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 1 VP → V NP
 2 VP → VP PP
 1 NP → Det N
 2 NP → NP PP
 3 NP → NP NP
 0 PP → P NP

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13			
1		NP 4 VP 4			
2			P 2 V 5		
3				Det 1	
4					N 8

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 2 S → S PP
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 2 VP → VP PP
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 2 NP → NP PP
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13			
1		NP 4 VP 4	-		
2			P 2 V 5	-	
3				Det 1	
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2			P 2 V 5	-	
3				Det 1	NP 10
4					N 8

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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13			
1		NP 4 VP 4	-		
2			P 2 V 5	-	
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13			
1		NP 4 VP 4	-	-	
2			P 2 V 5	-	PP 12
3				Det 1	NP 10
4					N 8

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 2 VP → VP PP
 1 NP → Det N
 2 NP → NP PP
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	
1		NP 4 VP 4	-	-	
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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 2 VP → VP PP
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	
1		NP 4 VP 4	-	-	
2			P 2 V 5	-	PP 12 VP 16
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 0 PP → P NP

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	
1		NP 4 VP 4	-	-	NP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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 2 VP → VP PP
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	
1		NP 4 VP 4	-	-	NP 18 S 21
2			P 2 V 5	-	PP 12 VP 16
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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 2 NP → NP PP
 3 NP → NP NP
 0 PP → P NP

time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	-	NP 24
1		NP 4 VP 4	-	-	-	-	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	-	-	-	-	PP 12 VP 16
3						Det 1			NP 10
4									N 8

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 2 VP → VP PP
 1 NP → Det N
 2 NP → NP PP
 3 NP → NP NP
 0 PP → P NP

time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	-	NP 24 S 22
1		NP 4 VP 4	-	-	-	-	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	-	-	-	-	PP 12 VP 16
3						Det 1			NP 10
4									N 8

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time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	-	NP 24 S 22 S 27
1		NP 4 VP 4	-	-	-	-	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	-	-	-	-	PP 12 VP 16
3						Det 1			NP 10
4									N 8

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0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	-	NP 24 S 22 S 27
1		NP 4 VP 4	-	-	-	-	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	-	-	-	-	PP 12 VP 16
3						Det 1			NP 10
4									N 8

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time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	-	NP 24 S 22 S 27 NP 24 S 27
1		NP 4 VP 4	-	-	-	-	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	-	-	-	-	PP 12 VP 16
3						Det 1			NP 10
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time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	-	NP 24 S 22 S 27 NP 24 S 27
1		NP 4 VP 4	-	-	-	-	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	-	-	-	-	PP 12 VP 16
3						Det 1			NP 10
4									N 8

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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	NP 24 S 22 S 27 NP 24 S 27 S 22
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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1 VP → V NP
2 VP → VP PP
1 NP → Det N
2 NP → NP PP
3 NP → NP NP
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Follow backpointers ... S

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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2 VP → VP PP
1 NP → Det N
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S
NP VP

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

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6 S → Vst NP
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1 VP → V NP
2 VP → VP PP
1 NP → Det N
2 NP → NP PP
3 NP → NP NP
0 PP → P NP

S
NP VP
VP PP

time 1 flies 2 like 3 an 4 arrow 5

0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27
1		NP 4 VP 4	-	-	NP 18 S 21 VP 18
2			P 2 V 5	-	PP 12 VP 16
3				Det 1	NP 10
4					N 8

1 S → NP VP
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1 VP → V NP
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1 NP → Det N
2 NP → NP PP
3 NP → NP NP
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S
NP VP
VP PP
PP NP

time	1	flies	2	like	3	an	4	arrow	5
0	NP 3 Vst 3	NP 10 S 8 S 13	-	-	-	-	-	NP 24 S 22 S 27	NP 24 S 27 S 22 S 27
1		NP 4 VP 4	-	-	-	-	-	NP 18 S 21 VP 18	
2			P 2	-	-	-	-	PP 12 VP 16	
3			V 5	-	-	-	Det 1	NP 10	
4								N 8	

```

graph TD
    S --> NP1[NP]
    S --> VP1[VP]
    NP1 --> VP2[VP]
    NP1 --> PP[PP]
    VP2 --> V[V]
    VP2 --> NP2[NP]
    PP --> P[P]
    PP --> NP3[NP]
    NP3 --> Det[Det]
    NP3 --> N[N]
  
```

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Dynamic Programming Parsing 2

- How about a dynamic programming solution for **arbitrary CGF grammars?**
- (Grammars not in Chomsky Normal Form.)

Earley Parser (1970)

- Nice combination of
 - dynamic programming
 - incremental interpretation
 - avoids infinite loops
 - no restrictions on the form of the context-free grammar.
- **A → B C the D of** causes no problems
- O(n³) worst case, but faster for many grammars
- Uses left context and optionally right context to constrain search.

Earley Parser

- Input: String of words and grammar
- Output: yes/no (i.e. recognizer, but can turn into a parser)
- Data Structure:
 - columns 0 through n, corresponding to the gaps between words
 - column j is a list of entries like **(i, A → X Y . Z W)** meaning there could be an A starting at i, and we have found the X Y part of it from i to j.

Overview of the Algorithm

- Finds constituents and partial constituents in input
 - **A → B C . D E** is partial: only the first half of the A

Overview of the Algorithm

- Proceeds incrementally left-to-right
 - Before it reads word 5, it has already built all hypotheses that are consistent with first 4 words
 - Reads word 5 & attaches it to immediately preceding hypotheses. Might yield new constituents that are then attached to hypotheses immediately preceding *them* ...
 - E.g., attaching **D** to **A → B C . D E** gives **A → B C D . E**
 - Attaching **E** to that gives **A → B C D E .**
 - Now we have a complete **A** that we can attach to hypotheses immediately preceding the **A**, etc.

The Parse Table

- Columns 0 through n corresponding to the gaps between words
- Entries in column 5 look like (3, NP → NP . PP)
 - (but we'll omit the → etc. to save space)
 - Built while processing word 5
 - Means that the input substring from 3 to 5 matches the initial NP portion of a NP → NP PP rule
 - Dot shows how much we've matched as of column 5
 - Perfectly fine to have entries like (3, VP → is it . true that S)

The Parse Table

- Entries in column 5 look like (3, NP → NP . PP)
- What will it mean that we have this entry?
 - Unknown right context:* Doesn't mean we'll necessarily be able to find a VP starting at column 5 to complete the S.
 - Known left context:* Does mean that some dotted rule back in column 3 is looking for an S that starts at 3.
 - So if we actually do find a VP starting at column 5, allowing us to complete the S, then we'll be able to attach the S to something.
 - And when that something is complete, it too will have a customer to its left ...
 - In short, a top-down (i.e., goal-directed) parser: it chooses to start building a constituent not because of the input but because that's what the left context needs. In **the spoon**, won't build **spoon** as a verb because there's no way to use a verb there.
 - So any hypothesis in column 5 *could* get used in the correct parse, if words 1-5 are continued in just the right way by words 6-n.

Earley's Algorithm, recognizer version

- Add **ROOT** → . **S** to column 0.
- For each j from 0 to n:
 - For each dotted rule in column j, (including those we add as we go!) look at what's after the dot:
 - If it's a word w, SCAN:
 - If w matches the input word between j and j+1, advance the dot and add the resulting rule to column j+1
 - If it's a non-terminal X, PREDICT:
 - Add all rules for X to the bottom of column j, with the dot at the start: e.g. X → . Y Z
 - If there's nothing after the dot, ATTACH:
 - We've finished some constituent, A, that started in column l < j. So for each rule in column l that has A after the dot: Advance the dot and add the result to the bottom of column j.
- Output "yes" just if last column has **ROOT** → **S** .
- NOTE: Don't add an entry to a column if it's already there!**

Summary of the Algorithm

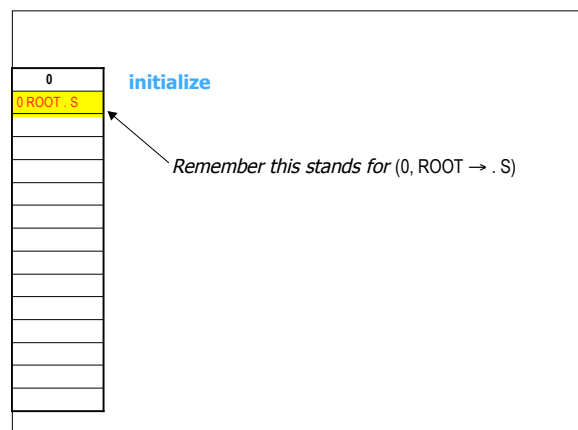
- Process all hypotheses one at a time in order. (Current hypothesis is shown in blue.)
- This may add **new hypotheses** to the end of the to-do list, or try to add **old hypotheses** again.
- Process a hypothesis according to what follows the dot:
 - If a word, **scan** input and see if it matches
 - If a nonterminal, **predict** ways to match it
 - (we'll predict blindly, but could reduce # of predictions by *looking ahead* k symbols in the input and only making predictions that are compatible with this limited *right context*)
 - If nothing, then we have a complete constituent, so **attach** it to all its customers

A Grammar

S → NP VP NP → Papa
 NP → Det N N → caviar
 NP → NP PP N → spoon
 VP → V NP V → ate
 VP → VP PP P → with
 PP → P NP Det → the
 Det → a

An Input Sentence

Papa ate the caviar with a spoon.



Left Recursion Kills Pure Top-Down Parsing ...

VP

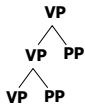
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Left Recursion Kills Pure Top-Down Parsing ...



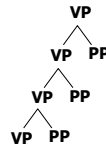
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Left Recursion Kills Pure Top-Down Parsing ...



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Left Recursion Kills Pure Top-Down Parsing ...

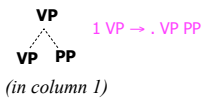


makes new hypotheses ad infinitum before we've seen the PPs at all

hypotheses try to predict in advance how many PP's will arrive in input

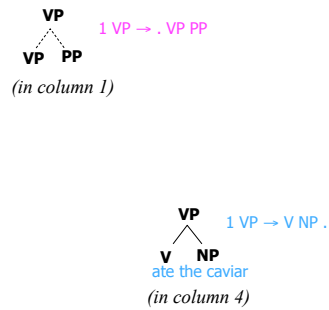
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... but Earley's Alg is Okay!



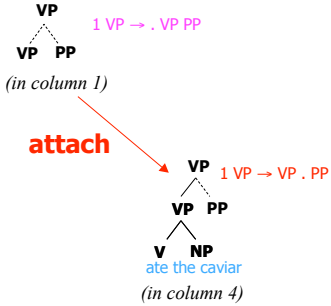
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... but Earley's Alg is Okay!

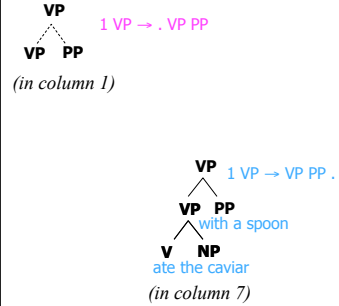


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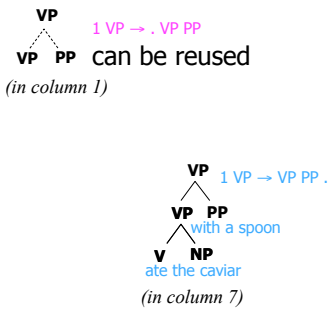
... but Earley's Alg is Okay!



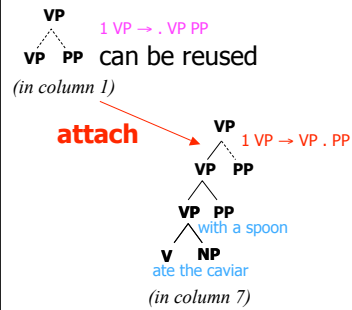
... but Earley's Alg is Okay!



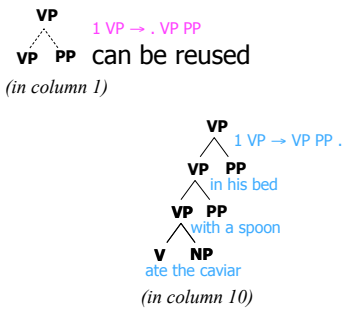
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