#### **PEGs in Janet for fun and Profit**

# intro

- Thanks to Justin Huffman for the topic and a starting point
- Any errors or poor pacing are my own

## intro

- Andrew Owen, pronouns: he/him
- Software Developer: games, languages, web apps
- https://junglecoder.com/talks/PEGs/slides.pdf

## What we'll be covering

- What is parsing?
- Parsing Knife-work
- Comprehensive parsing
- PEGs (in detail)

# What is parsing?

# What is parsing?

Giving Flat Data Structure

#### Parsing: Flat data to structured data

- Two general approaches
- Knife-like, small target, a lot of noise, slice out interesting bits, permissive of incorrcetly formatted data
- Comprehensive sorting of every character to a place and category, usually error if data formatted incorretcly

# Parsing Knifework

Slicing out the interesting bits

### Parsing Knifework: Usual suspects

#### **CLI Tools**

- cut
- sed
- grep

#### **Programming techniques**

- substring
- split
- explode
- gsub
- gmatch

#### Parsing knifework: Boxed in

Fixed width data is easy to deal with

```
Data: Parsing: Result: boxbox&box tail -n +2 data.txt | HEAD boxHEADbox head -n 3 | BODY boxBODYbox cut -b 4-7 FEET boxFEETbox boxbox&box
```

#### Parsing knifework: Boxed in

But doesn't cope with variance well

```
Data:
boxbox&box
boxHEADbox
boxARMSbox
boxFINGERbox
boxBODYbox
boxFEETbox
boxbox&box
```

```
Parsing: Result: tail -n +2 data.txt | HEAD head -n 5 | ARMS cut -b 4-7 FING BODY FEET
```

#### Parsing knifework: Boxed in

Patterns can help pick things out

Data:
boxbox&box
boxHEADbox
boxARMSbox
boxFINGERbox
boxBODYbox
boxFEETbox
boxbox&box

Parsing:

sed -E "s/&|box//g" data.txt HEAD

ARMS

FINGER

BODY

FEET

#### Parsing knifework: CSV

Sometimes a format is simple

```
Data: Parsing: Result:

x,text,y
10,Hello,20
10,World!,40

Parsing: Result:

Cut -f 2 -d, data.csv
text
Hello
World!
```

#### Parsing knifework: CSV

Until it isn't

```
Data: Parsing code: Result: x,text,y 10,"Hello, cut -f 2 -d, data.csv text "Hello 20 20 20 Enjoy this?
```

# Comprehensive parsing

Parsing in Scripts 201

# Comprehensive parsing

Characters don't always mean the same thing

# Comprehensive parsing

- String literals, outside `"` means "start a string literal"
- Inside a string literal, `"` means "end a string literal"

## Tools for comprehensive parsing

#### **Programs**

- yacc/lexx
- ANTLR
- jq
- csvkit
- nushell
- Powershell

#### In Code

- Big Switch Statements
- Argument Parsing
- Recursive Descent Parsing
- Parser Combinators
- PEGs

#### Parsing Expression Grammars

- PEGs model Recursive Descent parsers
- Loosely equivalent to a collection of functions that
  - Call into each other
  - Switch on input tokens
  - Build up a structure

#### Parsing Expression Grammars

#### PEGs in use

- Janet uses PEGs in lieu of regex
  - it even has an `re` library that uses a PEG to compile a subset of regex syntax to another PEG
- Python's parser got switched to a PEG in 2020 (PEP 617)
- DuckDB plans on switching to a PEG parser for flexibility (https://duckdb.org/2024/11/22/runtime-extensible-parsers.html)

#### Parsing Expression Grammars

#### PEG Libraries

- Lua, Ipeg, has name recognition
- Janet, has PEGs built in
- (many other exist for other languages, Raku's grammars are similar)

#### **Janet**

#### Janet, a quick review

- https://janet-lang.org
- Built as a lisp-alike language, macros, parens
- Inspired by Lua & Clojure, about 2x-3x bigger than Lua
- Packs a lot into a small package (cross platform async runtime, PEGs, etc)

#### PEGs in Janet

 I'll be using Janet's PEG syntax from here on out, a small example looks like this:

```
(def pattern '(* "abc" "def"))
```

#### Janet: Macros

- PEGs in Janet use macros and quotation
- Mostly to keep default Janet logic from applying, so that the PEG engine can turn the AST into a PEG directly

```
'(this is a quoted list)
'{:and this :is a quoted table}
```

#### PEGs in Janet: Constants

Numbers match that number of characters

```
'12 # Matches any 12 characters
```

Strings match themselves"foo" # Matches "foo" literally

### PEGs in Janet: Sequence

```
'(* "a" "b" "c")

# or

'(sequence "a" "b" "c")
```

Matches the string "abc"

#### PEGs in Janet: Choice

```
'(+ "a" "b" "c")
# or
'(choice "a" "b" "c")
```

Matches "a", "b" or "c"

### PEGs in Janet: Range

Range matches any character in the given range(s)

Matches "0", "9" and so on

## PEGs in Janet: Repeating a pattern

```
# 0 or more repetitions
'(any (range "09"))
# 1 or more repetitions
'(some (range "09"))
# 2 to 4 repetitions
'(between 2 4 (range "09"))
# A specific number of repetitions
'(repeat 4 (range "09"))
```

## PEGs in Janet: Naming Patterns

```
'{ :main (some :digit)
   :digit (range "09")}
```

Using a table allows you to name patterns, and then use them in other parts of the grammar.

PEGs that used named patterns start at :main

```
'{
  :digit (range "09")
  :part (capture (between 1 3 :digit))
  :main (* :part "." :part "." :part "." :part)
}
```

• Given "192.168.0.2", matches and returns @["192" "168" "0" "2"]

- Captures in Janet PEGs
  - Manipulate a "capture stack"
  - (capture PATT)
    - captures all of the characters matched in PATT, pushes them to the capture stack
  - (drop PATT) drops any captures from PATT

- (constant "foo")
  - puts "foo" on the capture stack, does not advance the match
  - '(\* (constant "foo") (constant "bar"))
  - gives: @["foo", "bar"] as a result, no matter the input string

- (accumulate PATT)
  - joins all of the captures in PATT into one string

```
' {
    :foo (constant "foo")
    :bar (constant "bar")
    :baz (constant "baz")
    :main (accumulate (* :foo :bar :baz))
}
```

Results in "foobarbaz"

### PEGs in Janet: Compound matches

- (if COND PATT)
  - attempt PATT if COND matches
- (if "A" 1)
  - Will match one character as long as it's "A"
- (if "/" 3)
  - Will match "/" and any two characters

#### PEGs in Janet: Compound matches

- (if-not COND PATT)
  - attempt PATT if COND does not match
- (if-not "\n" 1)
  - Will match one character as long as it is not newline
- (if-not (set "\t\r\n ") 1)
  - Will match any character not in the set of tab/return/newline/space

# PEGs in Action

- How all of this comes together
  - CSV
  - JSON

#### PEGs in Action: CSV All at once

```
:nl (+ "\r\n" "\r" "\n")
:dquote "\""
:empty 0
:space? (any " ")
:capture-ddquote
   (if (* :dquote :dquote) (* (drop 2) (constant `"`)))
:char-in-quotes (capture (if-not :dquote 1))
:separators (+ :dquote "," :nl)
:textdata (+ (capture (some (if-not :separators 1)))
             (* :dquote
                (accumulate
                   (any (+ :capture-ddquote :char-in-quotes)))
                :dquote))
:field (accumulate (+ (* :space? :textdata :space?) :empty))
:row (* :field (any (* "," :field)) (+ :nl 0))
:main (some (group :row))}
```

### PEGs in action: CSV

 This is a modified version of the CSV grammar at https://github.com/zenlor/janet-csv

### PEGs in Action: CSV 1/4

This is a slightly longer grammar, the code in the following slides are inside the '{ below

```
'{
:nl (+ "\r\n" "\r" "\n")
:dquote "\""
:space? (any " ")
:empty 0
```

### PEGs in Action: CSV 2/4

#### PEGs in Action: CSV 3/4

#### PEGs in Action: CSV 4/4

```
:field
  (accumulate (+ (* :space? :textdata :space?) :empty))
:row (* :field (any (* "," :field)) (+ :nl 0))
:main (some (group :row))
}
```

#### PEGs in Action: CSV All at once

```
:nl (+ "\r\n" "\r" "\n")
:dquote "\""
:empty 0
:space? (any " ")
:capture-ddquote
   (if (* :dquote :dquote) (* (drop 2) (constant `"`)))
:char-in-quotes (capture (if-not :dquote 1))
:separators (+ :dquote "," :nl)
:textdata (+ (capture (some (if-not :separators 1)))
             (* :dquote
                (accumulate
                   (any (+ :capture-ddquote :char-in-quotes)))
                :dquote))
:field (accumulate (+ (* :space? :textdata :space?) :empty))
:row (* :field (any (* "," :field)) (+ :nl 0))
:main (some (group :row))
```

#### PEGs in Action: JSON

```
(def json-parser
~{:null (/ (<- "null") ,|[$ :null])
  :bool (/ (<- (+ "true" "false")) ,|[$ :bool])
  :number (/ (<- (* (? "-") :d+ (? (* "." :d+)))) ,|[$ :number])
  :string (/ (* "\"" (<- (to (* (> -1 (not "\\")) "\"")))
                (* (> -1 (not "\\")) "\"")) ,|[$ :string])
  :array (/ (* "[" :value (any (* :s* "," :value)) "]") ,|[$& :array])
  :object (/ (* "{" :s* :string :s* ":" :value
                (any (* :s* "," :s* :string :s* ":" :value))
                "}") , | [(from-pairs (partition 2 $&)) :object])
  :value (* :s* (+ :null :bool :number :string :array :object) :s*)
  :unmatched (/ (<- (some 1)) , | [$ :unmatched])</pre>
  :main (some (+ :value "\n" :unmatched))})
```

Example of a json parser in a PEG (using a lot of shorthands)
Source: https://calebfiggers.com/blog/parsing-json-in-13-lines-of-janet/

## Tips for working with PEGs in Janet

- Have a number of test cases on hand
- Build up the PEG incrementally
- Remember that you have to account for -every- character

# Tips for working with Janet

- If this is your first paren-based language, I found rainbow parens to be very useful
- https://janet-lang.org/api/index.html
   this is where I spend a lot of my "look up a thing" time
- (doc function) surfaces much of the same information

#### Thanks!

- https://janet-lang.org/
- https://junglecoder.com/playgrounds/PEGs/
- https://junglecoder.com/talks/PEGs/slides.pdf
- https://junglecoder.com/zines/pegs/PEG\_zine.pdf
- https://junglecoder.com/contact/ if you want to find me