



Sequence 2.5 – Simple LR Parser

P. de Oliveira Castro S. Tardieu

- **S**imple
- **L**eft-to-right: tokens are read from left to right
- **R**ightmost derivation: reductions are always applied from the right

Grammar

$$(1) S \rightarrow T\#$$

$$(2) T \rightarrow aTbT$$

$$(3) T \rightarrow U$$

$$(4) U \rightarrow a$$

- S is the start rule, $\#$ is the EOF marker
- Terminals are $\{a, b, \#\}$

Start State

- Start by adding the start rule
- The . (dot) marks an imaginary cursor in the token flow
 - since we just started parsing; we are at the very start of the rule
 - we expect a T non-terminal

$$S \rightarrow .T\#$$

Figure 1: Start State

Transitive Closure

- We expect a T non-terminal
 - therefore, we include all the rules that produce a T
 - we add the $.$ at the start of each production rule

$$\begin{array}{l} S \rightarrow .T\# \\ T \rightarrow .aTbT \\ T \rightarrow .U \end{array}$$

Figure 2: Start State

Transitive Closure

- Now the $.$ is also before a U non-terminal
 - therefore, we include all the rules that produce a U

$$\begin{array}{l} S \rightarrow .T\# \\ T \rightarrow .aTbT \\ T \rightarrow .U \\ U \rightarrow .a \end{array}$$

Figure 3: Start State (after closure)

Adding Terminal Transitions

- For every **terminal** that follows the $.$ we add a transition
 - Terminals that do not follow the $.$ will not produce a valid derivation
 - The new state includes every rule that expects an a after the $.$
 - In the new state, the $.$ moves after the consumed a token

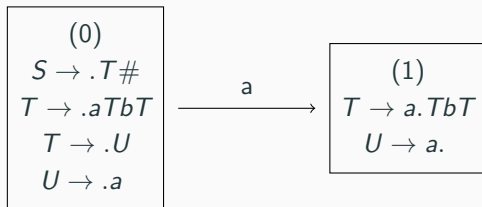


Figure 4: Terminal transitions

Adding Non Terminal transitions

- For every **non terminal** that follows the \cdot we add a transition

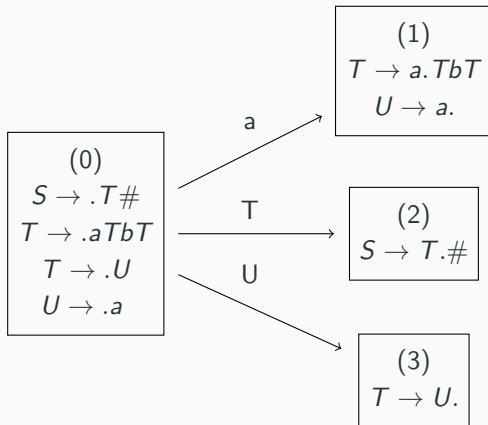


Figure 5: Non Terminal Transitions

Rules transitive Closure

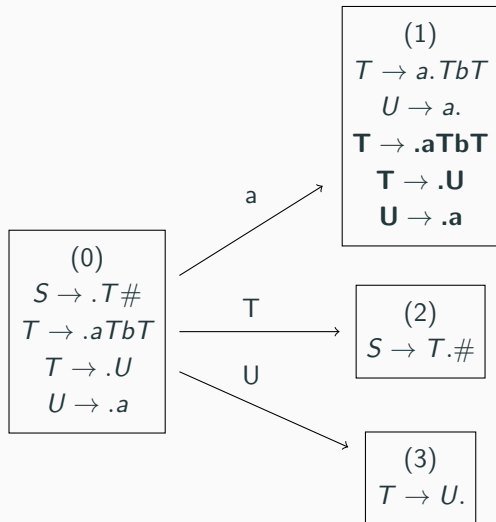


Figure 6: Add new rules transitively in state (1)

Reductions

- When the \cdot is at the end, we add a *reduce* transition
- When we reach with rule (1) the $\#$ symbol, we have an *accept* state

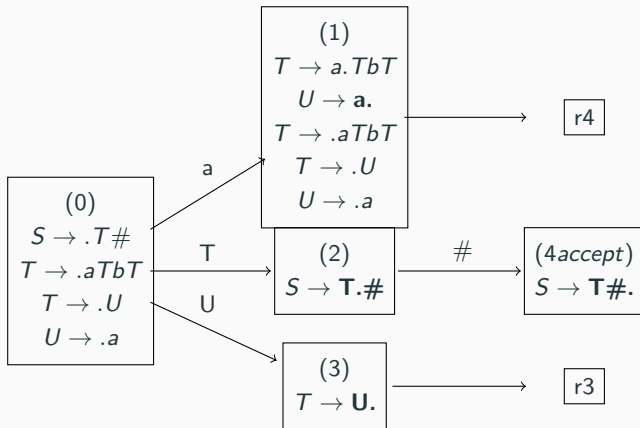


Figure 7: Reduce transitions

Adding transitions to state (1)

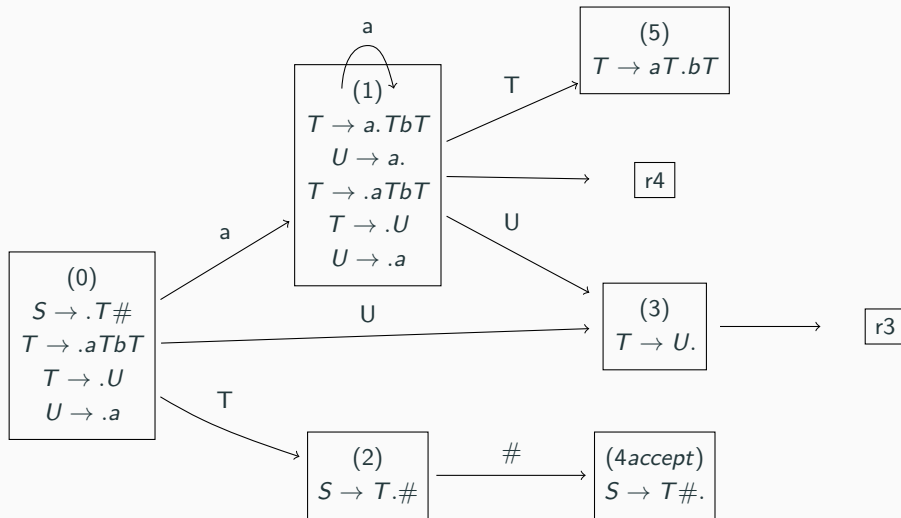


Figure 8: Add transitions to state (1)

Adding transitions to state (6)

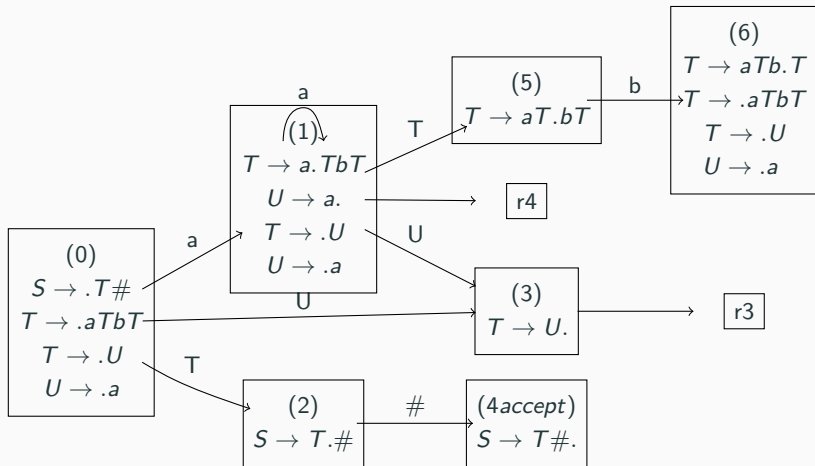


Figure 9: Add transitions to state (6)

Adding transitions to state (7)

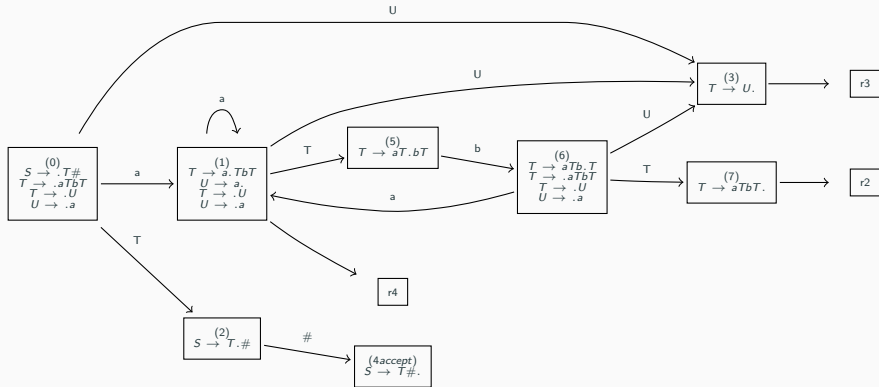


Figure 10: Adding transitions to state (7)

Building Follow Sets

$$(1) S \rightarrow T\# \quad (2) T \rightarrow aTbT$$

$$(3) T \rightarrow U \quad (4) U \rightarrow a$$

- The Follow set is the set of terminals that may follow a non-terminal

$$\text{Follow}(T) = \{b, \#\}$$

$$\text{Follow}(S) = \{\}$$

- Because U is at the end of rule (3), everything that follows T may follow U

$$\text{Follow}(U) = \text{Follow}(T)$$

Building the parsing table

- Encodes the automaton in table format
- non-terminal transitions are *shifts*
- *reductions* are only affected to the Follow set of the produced terminal

State	a	b	#	S	T	U
0	s1				2	3
1	s1	r4	r4		5	3
2			s4			
3		r3	r3			
4 (accept)						
5		s6				
6	s1				7	3
7		r2	r2			

Shift/Reduce or Reduce/Reduce Conflicts

- A conflict happens when two actions are possible for the same terminal
- By default, bison uses an LALR parser which is an extension of SLR
 - To debug shift/reduce or reduce/reduce conflicts bison outputs the parser automaton to a text file.
 - During the lab look at `src/parser/bison-report.txt`

Example of parsing (aaababa#)

Stack	Input	Action
0	aaababa#	shift 1
0,a,1	aababa#	shift 1
0,a,1,a,1	ababa#	shift 1
0,a,1,a,1,a,1	baba#	shift 1
0,a,1,a,1,a,1	baba#	reduce 4 (pop twice the RHS length) (4) $U \rightarrow a$ (here pop $2*1$ elements) and follow U transition from state 1 \rightarrow 3
0,a,1,a,1,U,3	baba#	reduce 3 (3) $T \rightarrow U$ (here pop $2*1$ elements) and follow T transition from state 1 \rightarrow 5
0,a,1,a,1,T,5	baba#	shift 6
0,a,1,a,1,T,5,b,6	aba#	shift 1

Example of parsing (aaabba)

Stack	Input	Action
0,a,1,a,1,T,5,b,6,a,1	ba#	reduce 4
0,a,1,a,1,T,5,b,6,U,3	ba#	reduce 4
0,a,1,a,1,T,5,b,6,T,7	ba#	reduce 3
0,a,1,a,1,T,5,b,6,T,7	ba#	reduce 2
(2) $T \rightarrow aTbT$ (pop $2*4$ elements)		
0,a,1,T,5	ba#	shift 6
0,a,1,T,5,b,6	a#	shift 1
0,a,1,T,5,b,6,a,1	#	reduce 4
0,a,1,T,5,b,6,U,3	#	reduce 3
0,a,1,T,5,b,6,T,7	#	reduce 2
0,T,2	#	shift 4
0,T,2,#		accept

Produced Derivation Tree

