

Compiler Design

Week - 7

Topic :

Shift Reducing Parsing

AIM: To implement Shift Reduce Parser in C.

ALGORITHM:

1. Start the program.
2. Initialize the required variables.
3. Enter the input symbol.
4. Perform the following:
 - for top-of-stack symbol, s , and next input symbol, a Shift x : (x is a STATE number)
 - Push a , then x on the top of the stack
 - Advance ip to point to the next input symbol.
 - Reduce y : (y is a PRODUCTION number)
 - Assume that the production is of the form $A \rightarrow \beta$
 - Pop $2 * |\beta|$ symbols of the stack.
 - At this point the top of the stack should be a state number, say s' .
 - Push A , then goto of $T[s', A]$ (a state number) on the top of the stack.
 - Output the production $A \rightarrow \beta$.
5. Print if string is accepted or not.
6. Stop the program.

Code :

```
#include <stdio.h>
#include <string.h>
int k = 0, z = 0, i = 0, j = 0, c = 0;
char a[16], ac[20], stk[15], act[10];
void check();
int main()
{
    puts("GRAMMAR is E->E+E \n E->E*E \n E->(E) \n E->id");
    puts("enter input string ");
    gets(a);
    c = strlen(a);
    strcpy(act, "SHIFT->");
    puts("stack \t input \t action");
    for (k = 0, i = 0; j < c; k++, i++, j++)
    {
        if (a[j] == 'i' && a[j + 1] == 'd')
        {
            stk[i] = a[j];
            stk[i + 1] = a[j + 1];
            stk[i + 2] = '\0';
            a[j] = ' ';
            a[j + 1] = ' ';
            printf("\n%s\t%s$\t%sid", stk, a, act);
            check();
        }
        else
        {
            stk[i] = a[j];
            stk[i + 1] = '\0';
            a[j] = ' ';
            printf("\n%s\t%s$\t%ssymbols", stk, a, act);
            check();
        }
    }
    printf("\n");
}
void check()
{
    strcpy(ac, "REDUCE TO E");
    for (z = 0; z < c; z++)
        if (stk[z] == 'i' && stk[z + 1] == 'd')
        {
            stk[z] = 'E';
            stk[z + 1] = '\0';
            printf("\n%s\t%s$\t%s", stk, a, ac);
            j++;
        }
    for (z = 0; z < c; z++)
        if (stk[z] == 'E' && stk[z + 1] == '+' && stk[z + 2] == 'E')
        {
            stk[z] = 'E';
```

```

        stk[z + 1] = '\0';
        stk[z + 2] = '\0';
        printf("\n$$s\t%s$\t%s", stk, a, ac);
        i = i - 2;
    }
    for (z = 0; z < c; z++)
        if (stk[z] == 'E' && stk[z + 1] == '*' && stk[z + 2] == 'E')
        {
            stk[z] = 'E';
            stk[z + 1] = '\0';
            stk[z + 1] = '\0';
            printf("\n$$s\t%s$\t%s", stk, a, ac);
            i = i - 2;
        }
    for (z = 0; z < c; z++)
        if (stk[z] == '(' && stk[z + 1] == 'E' && stk[z + 2] == ')')
        {
            stk[z] = 'E';
            stk[z + 1] = '\0';
            stk[z + 1] = '\0';
            printf("\n$$s\t%s$\t%s", stk, a, ac);
            i = i - 2;
        }
    }
}

```

Output :

```

GRAMMAR is E->E+E
E->E*E
E->(E)
E->id
enter input string
id+id*id+id
stack   input   action
$id     +id*id+id$  SHIFT->id
$E       +id*id+id$  REDUCE TO E
$E+      id*id+id$   SHIFT->symbols
$E+id     *id+id$    SHIFT->id
$E+E      *id+id$    REDUCE TO E
$E         *id+id$    REDUCE TO E
$E*        id+id$     SHIFT->symbols
$E*id      +id$       SHIFT->id
$E*E        +id$       REDUCE TO E
$E          +id$       REDUCE TO E
$E+         id$        SHIFT->symbols
$E+id        $         SHIFT->id
$E+E         $         REDUCE TO E
$E           $         REDUCE TO E

```

Manual Calculation:

→ Given Grammar is

$$E \rightarrow E * E$$

$$E \rightarrow (E)$$

$$E \rightarrow id$$

i/p → id + id * id + id

Stack	Input	Action
\$	id + id * id + id \$	
\$ id	+ id * id + id \$	shift
\$ E	+ id * id + id \$	reduce $E \rightarrow a$
\$ E +	id * id + id \$	shift
\$ E + id	* id + id \$	reduce
\$ E + E	* id + id \$	reduce
\$ E	* id + id \$	shift
\$ E *	id + id \$	shift
\$ E * id	+ id \$	reduce
\$ E * E	+ id \$	reduce
\$ E	+ id \$	shift
\$ E +	id \$	shift
\$ E + id	\$	reduce
\$ E + E	\$	Accepted
\$ E	\$	

Result:

The C Implementation of Shift Reduce Parser was compiled, executed and verified successfully.