

# Compiler Design

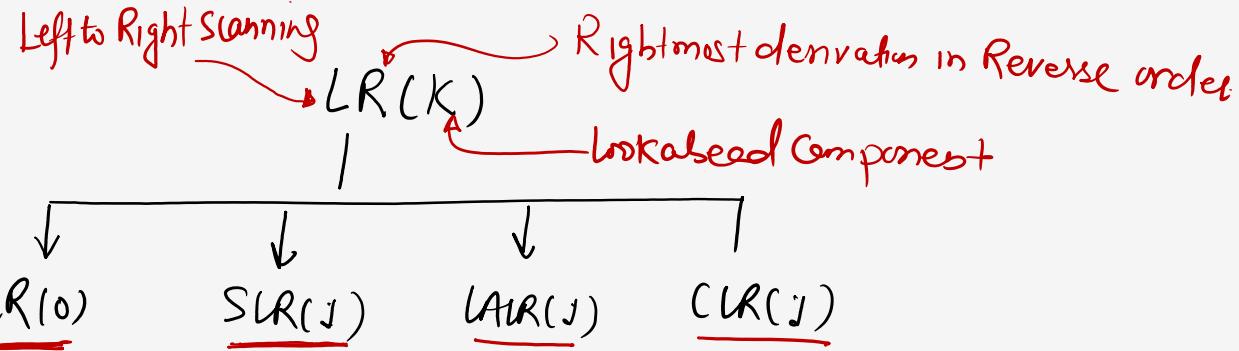
## Today's Class Topics

- LR(k) Parsing ✓
- LR(0) Parsing ✓
- SLR(1) Parsing ✓
- S/R and R/R Conflict ✓
- How to Test LR(0) and SLR(1) Grammar etc. ✓



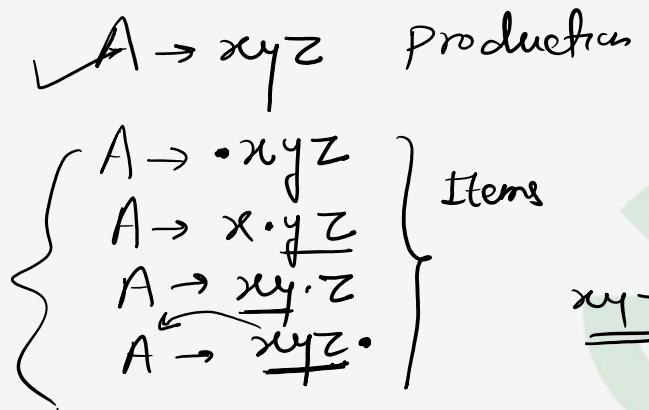
# Compiler Design

LR(k) Parsing



Items:-

$$A \rightarrow \underline{\underline{xyz}}$$



# Compiler Design

Augmented Grammar: -

$$\checkmark \boxed{S' \rightarrow S} \text{ as a new production}$$

$\Downarrow$

$$\boxed{S' \rightarrow S \cdot} \quad \underline{\text{Successful parsing}}$$

# Compiler Design

↓↓↓ b

SLR(1) Parsing: - Dividing into two Parts

- ✓ 1) Construction of Canonical set of Items (or) LR(0) items
  - Construction of closure operation
  - Construction of goto operation
- ✓ 2) Construction of Parsing Table
  - Action Part ✓
  - Goto part ✓



# Compiler Design

Construction of closure operation:-

Initially add  $S' \rightarrow \cdot S$  ✓

if  $A \rightarrow \alpha \cdot B^{\beta}$  is in  $I_i$  and if  $B \rightarrow f$  is a production then Add  $B \rightarrow \cdot f$  in  $I_i$

$$I_i \begin{cases} A \rightarrow \alpha \cdot B^{\beta} \\ B \rightarrow \cdot f \end{cases}$$

$$B \rightarrow f$$

Ex: Let  $G = \{ S \rightarrow AB, A \rightarrow aA | a, B \rightarrow bB | b \}$

$$\begin{array}{c|c} I_0 & \begin{array}{c} S' \rightarrow \cdot S \\ S \rightarrow \cdot AB \\ A \rightarrow \cdot aA \\ A \rightarrow \cdot a \end{array} \end{array}$$

closure  
 $(\text{Goto}(I_0, a)) = \left( \begin{array}{l} A \rightarrow a \cdot A \\ A \rightarrow a \cdot \\ A \rightarrow \cdot aA \\ A \rightarrow \cdot a \end{array} \right)$

$$A \rightarrow \alpha \cdot \underline{B}^{\beta}$$

Construction of Goto operation:- if  $\overset{I_i}{A \rightarrow \alpha \cdot X \beta}$  is in  $I_i$  then  $\text{Goto}(I_i, x) = \cancel{A \rightarrow \alpha X \cdot \beta}$

# Compiler Design

Ex:- Construct a Canonical set of items or LR(0) items for the following Grammar

$$G = \{ S \rightarrow AB, A \rightarrow aA/a, B \rightarrow b \} \quad \underline{\text{LR}(0) \text{ Items}} \quad \{ I_0, I_1, I_2, I_3, I_4, I_5, I_6 \}$$

LR(0) Items:-

$$\text{Closure } (S' \rightarrow \cdot S)$$

$$I_0: \begin{cases} S' \rightarrow \cdot S \\ S \rightarrow \cdot A B \\ A \rightarrow \cdot a A \\ A \rightarrow \cdot a \end{cases}$$

$$I_1: \text{Closure } (\text{Goto}(I_0, S))$$

$$\boxed{S' \rightarrow S \cdot}$$

$$I_2: \text{Closure } (\text{Goto}(I_0, A)), \quad I_5: \text{Closure } (\text{Goto}(I_2, b))$$

$$\boxed{\begin{array}{l} S \rightarrow A \cdot B \\ B \rightarrow \cdot b \end{array}}$$

$$\boxed{B \rightarrow b \cdot}$$

$$I_3: \text{Closure } (\text{Goto}(I_0, a))$$

$$\boxed{\begin{array}{l} A \rightarrow a \cdot A \\ A \rightarrow a \cdot \\ A \rightarrow \cdot a A \\ A \rightarrow \cdot a \end{array}}$$

$$I_4: \text{Closure } (\text{Goto}(I_2, B))$$

$$\boxed{S \rightarrow A B \cdot}$$

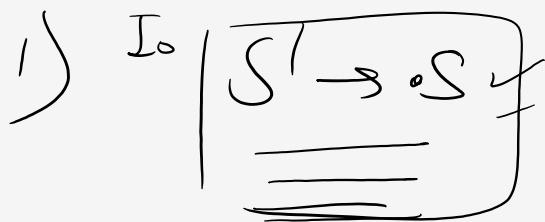
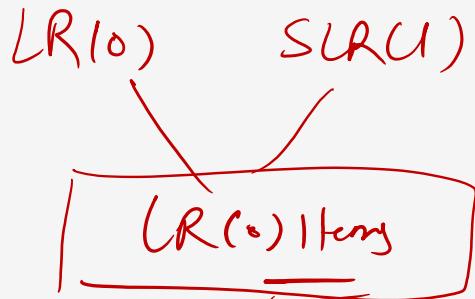
$$I_6: \text{Closure } (\text{Goto}(I_3, A))$$

$$\boxed{A \rightarrow a A \cdot}$$

$$I_7: \text{Closure } (\text{Goto}(I_3, a)) = I_3$$

~~$$\boxed{\begin{array}{l} A \rightarrow a \cdot A \\ A \rightarrow a \cdot \\ A \rightarrow \cdot a A \\ A \rightarrow \cdot a \end{array}}$$~~

# Compiler Design



# Compiler Design

Question:- Construct SLR(1) Parsing table for the following grammar

Sol:-

LR(0) items:- Closure ( $E \xrightarrow{*} E$ )

I <sub>0</sub>	$E' \xrightarrow{*} E \cdot$
	$E \xrightarrow{*} E \cdot T$
	$E \xrightarrow{*} T \cdot$
	$T \xrightarrow{*} T \cdot F$
	$T \xrightarrow{*} F \cdot$
	$F \xrightarrow{*} (E)$
	$F \xrightarrow{*} id$

I <sub>2</sub> : Closure (Goto(I <sub>0</sub> , T))
$E \xrightarrow{*} T \cdot$
$T \xrightarrow{*} T \cdot F$

I <sub>3</sub> : Closure (Goto(I <sub>0</sub> , F))
$T \xrightarrow{*} F \cdot$

I<sub>1</sub>: Closure (Goto(I<sub>0</sub>, E))

I <sub>1</sub>	$E' \xrightarrow{*} E \cdot$
	$E \xrightarrow{*} E \cdot T$

I <sub>2</sub>	$E \xrightarrow{*} E \cdot T$
	$E \xrightarrow{*} \cdot T$
	$T \xrightarrow{*} T \cdot F$
	$T \xrightarrow{*} \cdot F$
	$F \xrightarrow{*} (E)$
	$F \xrightarrow{*} id$

(I<sub>0</sub>, — I<sub>11</sub>)  $\Rightarrow$  12 states

I<sub>5</sub>:  $F \xrightarrow{*} id \cdot$

I<sub>6</sub>: Closure (Goto(I<sub>1</sub>, +))

I <sub>6</sub>	$E \xrightarrow{*} E + \cdot T$
	$T \xrightarrow{*} T \cdot F$
	$T \xrightarrow{*} \cdot F$
	$F \xrightarrow{*} (E)$
	$F \xrightarrow{*} id$

I<sub>7</sub>: Closure (Goto(I<sub>2</sub>, \*))

I <sub>7</sub>	$T \xrightarrow{*} T * \cdot F$
	$F \xrightarrow{*} (E)$
	$F \xrightarrow{*} id$

I<sub>8</sub>: Closure (Goto(I<sub>4</sub>, E))

I <sub>8</sub>	$F \xrightarrow{*} (E) \cdot$
	$E \xrightarrow{*} E \cdot + T$

Start  $\xrightarrow{*} E' \rightarrow E$

I<sub>1</sub>:  $E \xrightarrow{*} E + T / T$

I<sub>9</sub>: Closure (Goto(I<sub>6</sub>, T))

I <sub>9</sub>	$E \xrightarrow{*} E + T \cdot$
	$T \xrightarrow{*} T \cdot F$

I<sub>10</sub>: Closure (Goto(I<sub>7</sub>, F))

I <sub>10</sub>	$T \xrightarrow{*} T * F \cdot$
	$F \xrightarrow{*} (E)$

I<sub>11</sub>: Closure (Goto(I<sub>8</sub>, ))

I <sub>11</sub>	$F \xrightarrow{*} (E) \cdot$
	$E \xrightarrow{*} E \cdot + T$

# Compiler Design

Construction of SLR(1) Parsing Table :-

Action Part  
Go to Part.

The Action Part of the table will be filled as follows

1) if  $A \rightarrow \alpha \cdot B$  is in  $I_i$  and if  $\text{Goto}(I_i, a) = I_j$ , Then

Set Action  $[i, a] = SJ$  (Shift J)

2) if  $A \rightarrow \alpha \cdot$  is in  $I_i$  Then Set Action  $[i, \alpha] = \text{Reduce by } A \rightarrow \alpha \in R_1$

$A \rightarrow \alpha \cdot$  must not be an Augmented Production where  $x \in \text{follow}(A)$

3) if  $S' \rightarrow S \cdot$  is in  $I_i$  Then Set Action  $[i, \$] = \text{Accept}$

The Go to Part of the table will be filled as follows

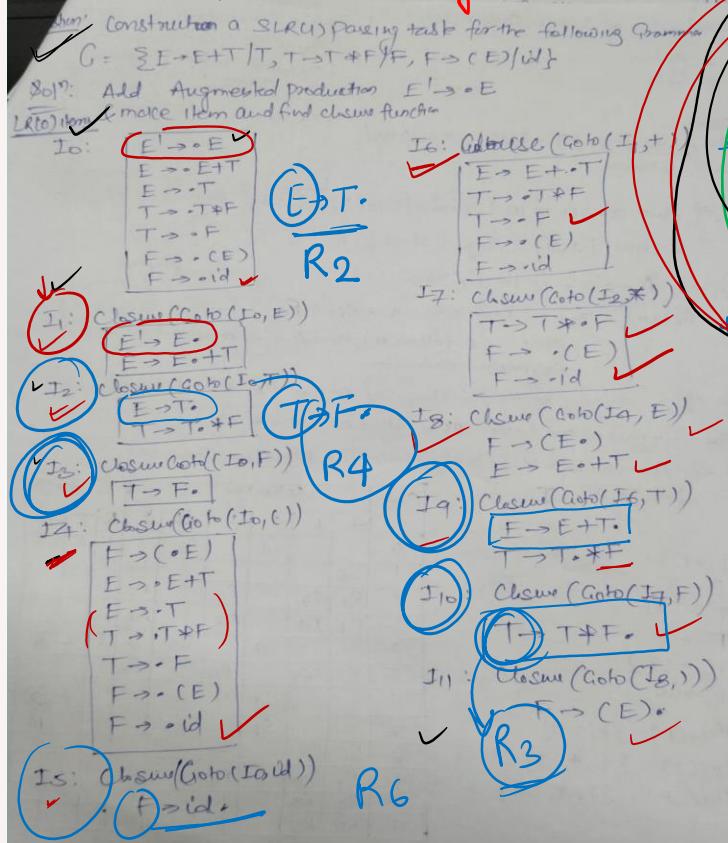
1) if  $A \rightarrow \alpha \cdot B$  is in  $I_i$  and if  $\text{Goto}(I_i, B) = I_j$  Then set

Action  $[i, B] = J_j$

States	Action Part					Go to Part
	+	*	(	)	,	
0						E
1						T
?						F
!!						

Left Suppose,  
 1)  $A \rightarrow \alpha$   
 2)  $B \rightarrow Y$

## Construction of SLR(1) Parsing Table:-



## Compiler Design

- SLR(1)
- 1)  $E \rightarrow E + T$
  - 2)  $E \rightarrow T$
  - 3)  $T \rightarrow T * F$
  - 4)  $T \rightarrow F$
  - 5)  $F \rightarrow (E)$
  - 6)  $F \rightarrow id$

$$\text{Follow}(E) = \{ +, ), \$ \}$$

$$\text{Follow}(T) = \{ +, *, ), \$ \}$$

$$\text{Follow}(F) = \{ +, *, ), \$ \}$$

$E \rightarrow E + T$ .

R<sub>1</sub>

$F \rightarrow (E)$ . R<sub>5</sub>

## SLR(1) Parsing Table

States	Action Part						Goto Part		
	+	*	(	)	Id	\$	E	T	F
0	-	-	S <sub>4</sub>	-	S <sub>5</sub>	-	1	2	3
1	S <sub>6</sub>	-	-	-	-	Acep	-	-	-
2	R <sub>2</sub>	S <sub>7</sub>	-	R <sub>2</sub>	-	R <sub>2</sub>	-	-	-
3	R <sub>4</sub>	R <sub>4</sub>	-	R <sub>4</sub>	-	R <sub>4</sub>	-	-	-
4	-	-	S <sub>4</sub>	-	S <sub>5</sub>	-	8	2	3
5	R <sub>6</sub>	R <sub>6</sub>	-	R <sub>6</sub>	-	R <sub>6</sub>	-	-	-
6	-	-	S <sub>4</sub>	-	S <sub>5</sub>	-	9	3	-
7	-	-	S <sub>4</sub>	-	S <sub>5</sub>	-	-	-	10
8	S <sub>6</sub>	-	-	S <sub>11</sub>	-	-	-	-	-
9	R <sub>1</sub>	S <sub>7</sub>	-	R <sub>1</sub>	-	R <sub>1</sub>	-	-	-
10	R <sub>3</sub>	R <sub>3</sub>	-	R <sub>3</sub>	-	R <sub>3</sub>	-	-	-
11	R <sub>5</sub>	R <sub>5</sub>	-	R <sub>5</sub>	-	R <sub>5</sub>	-	-	-

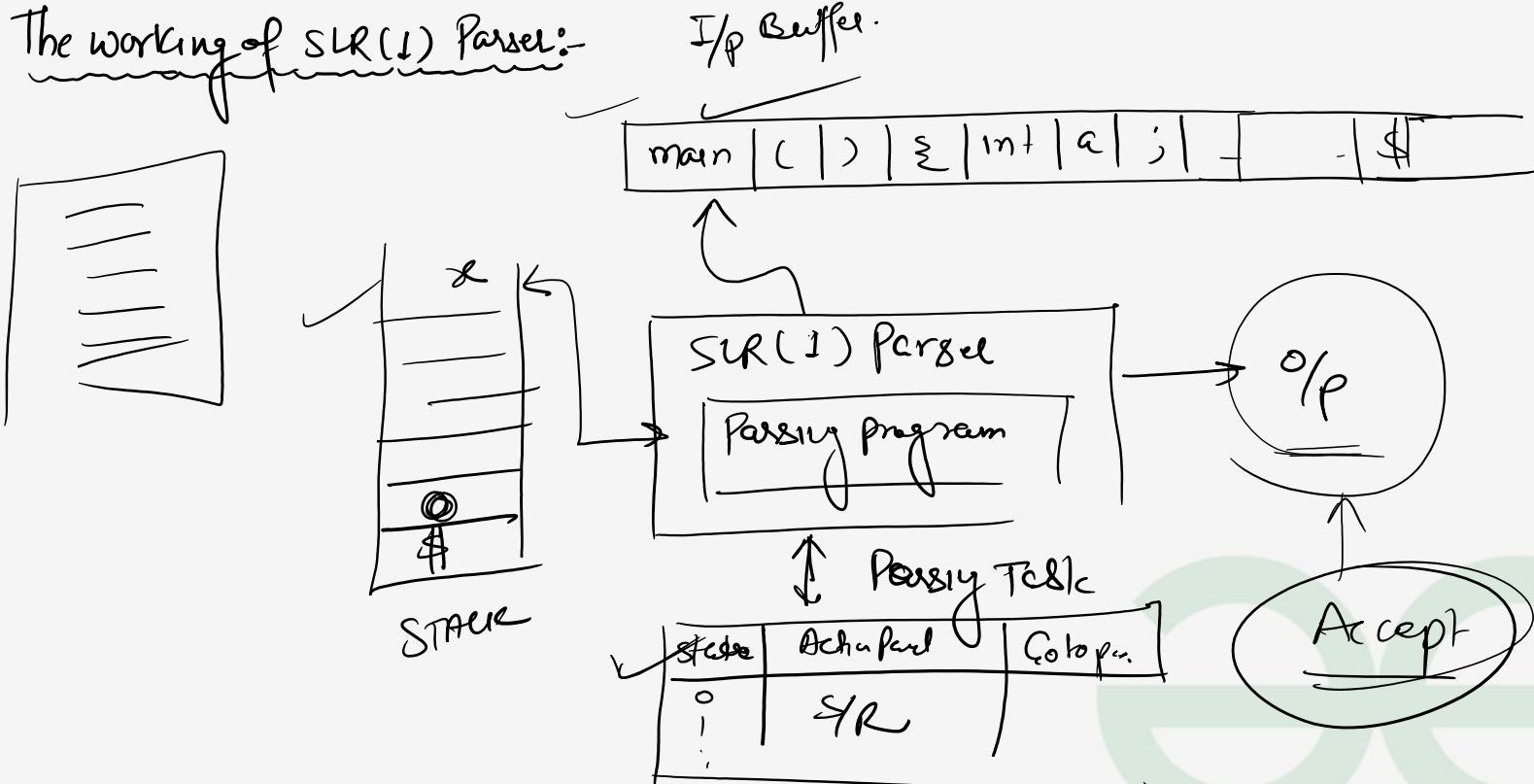
SLR(1) Grammar

# Compiler Design



# Compiler Design

The working of SLR(1) Parser:-



How input string id \* id + id Parse

STACK	Input	Action
\$0	id * id + id \$	Shift ↓
\$0 id 5	* id + id \$	Reduce F → id
\$0 F 3	+ id + id \$	Reduce T → F
\$0 T 2 * 7	Syntax error + id + id \$	Shift, Shift
\$0 T 2 + 7 id 5	+ id \$	Reduce F → id
\$0 T 2 + 7 F 10	+ id \$	Reduce T → T+F
\$0 T 2	+ id \$	Reduce E → T
\$0 E J	+ id \$	Shift
\$0 E J + 6	( id \$	Shift
\$0 E J + 6 0 d 5	d \$	Reduce F → id
\$0 E J + 6 F 3	\$	Reduce T → F
\$0 E J + 6 T 9	\$	Reduce E → E+T
\$0 E J	\$	Accepted

# Compiler Design

## SLR(1) Parsing Table

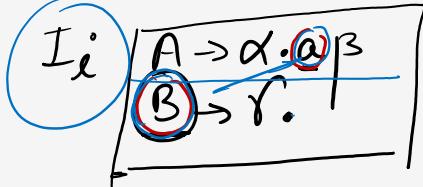
States	Action Part						Goto Part			
	+	*	(	)	id	\$	E	T	F	
0					S4	S5	1	2	3	
1	S6	R2					Acc			
2	R2	S7					R2			
3	R4	R4					R4			
4					S4	S5	8	2	3	
5	R6	R6					R6			
6					S4					
7					S4	S5				
8	S6									
9	R1	S7					R1			
10	R3	R3					R3			
11	R5	R5					R5			

# Compiler Design

Conflict in SLR(1) Parsing:-

- Shift-Reduce Conflict ( S/R - Conflic )
- Reduce-Reduce Conflict ( R/R Conflic )

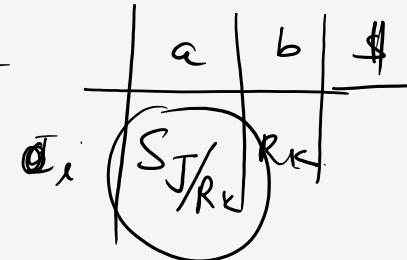
S/R Conflict:



$$\text{Goto}(I_e, a) = I_J$$

$\Rightarrow B \rightarrow \gamma .$   
 $R_K$

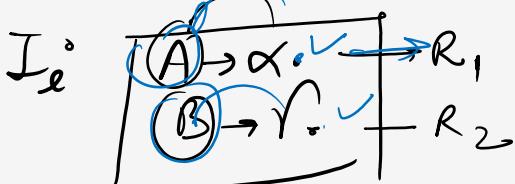
$\text{follow}(B) = \{c, \$\}$



$\{a\} \cap \{\text{follow}(B)\} \neq \emptyset \Rightarrow S/R \text{ Conflict} \Rightarrow \text{not SLR}(1) \text{ Grammar.}$

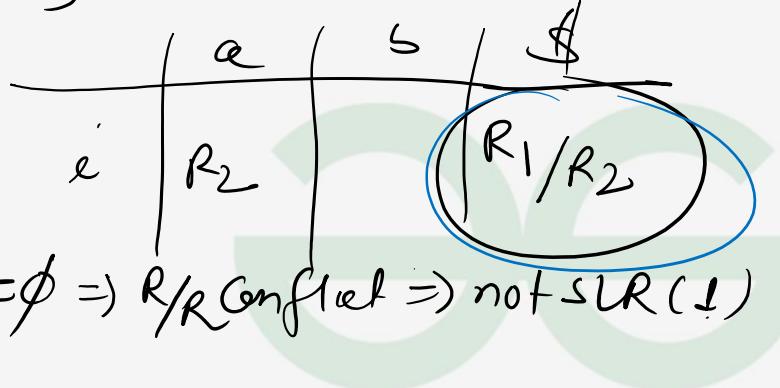
R/R Conflict:

- 1)  $A \rightarrow \alpha .$
- 2)  $B \rightarrow \gamma .$



$\text{follow}(A) \cap \text{follow}(B) \neq \emptyset \Rightarrow R/R \text{ Conflict} \Rightarrow \text{not SLR}(1)$

$\{\$\} \cap \{a, \$\}$

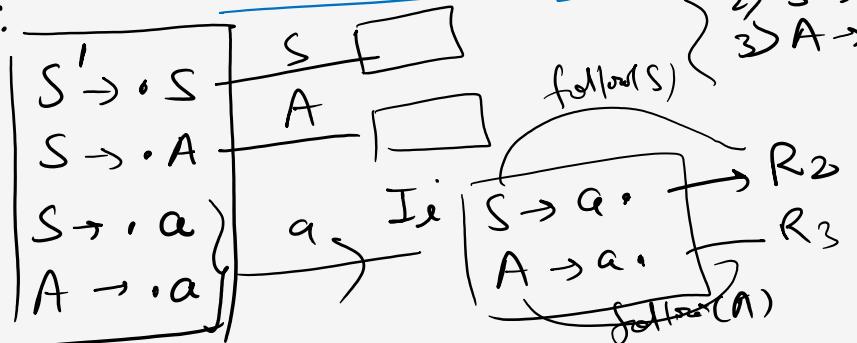


# Compiler Design

Ex:- Check whether the following Grammar is SLR(1) or not ?

$$G = \Sigma S \rightarrow A | a, A \rightarrow a^*$$

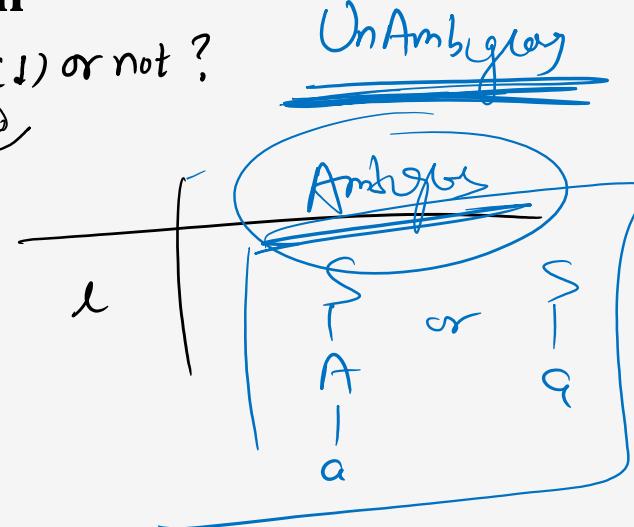
ie:



$$\Rightarrow \text{follow}(S) \cap \text{follow}(A) \neq \emptyset \Rightarrow \text{not SLR(1)} \Rightarrow \frac{R_1 R_2}{R_3}$$

$\{ \$ \} \cap \{ \$ \} = \{ \$ \} \Rightarrow \$$

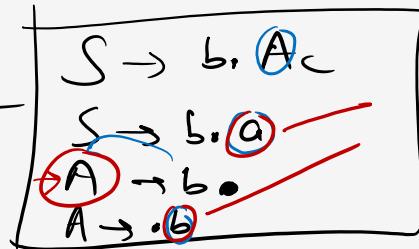
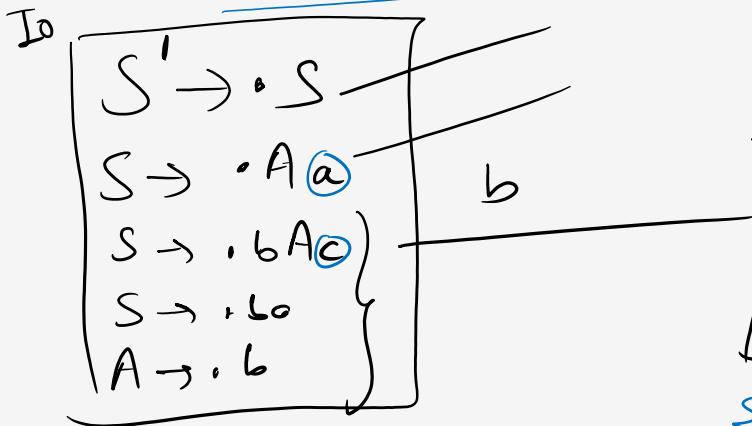
UnAmbig



# Compiler Design

Ex:- Check whether the following Grammar is SLR(1) or not?

$$G = \{ S \rightarrow Aa \mid bAc \mid ba, A \rightarrow b \}$$



~~q  
S/R~~

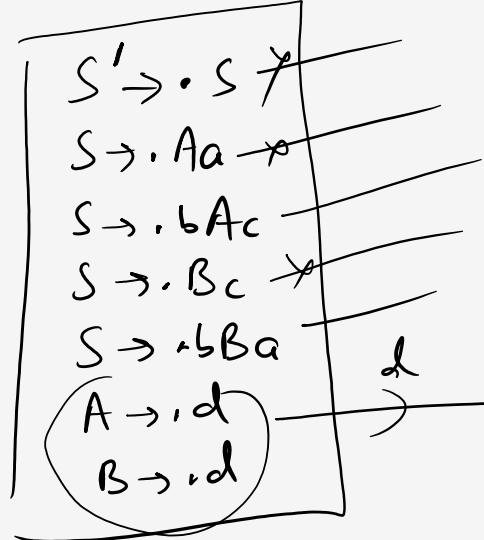
S/R Conflic.

$\{q, b\} \cap \{\text{Follow}(A)\} \neq \emptyset \Rightarrow \text{not SLR(1)}$   
 $\{q, b\} \cap \{a, c\} = q \neq \emptyset$

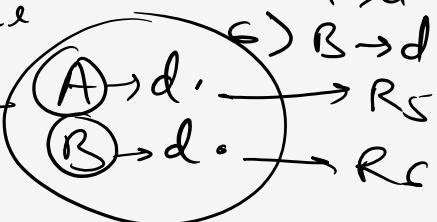
# Compiler Design

Ex:-  $G = \{ S \rightarrow A @ | bA @ | Bc | bBa, A \rightarrow d, B \rightarrow d \}$

Io:



Ie:



1)  $S \rightarrow A @$

2)  $S \rightarrow bAc = \text{Follow}(A) \cap \text{Follow}(B)$

3)  $S \rightarrow Bc \Rightarrow \{\alpha.c \in \Sigma^* \mid \alpha \in c\}$

4)  $S \rightarrow bBa$

$\xrightarrow{S} A \rightarrow d$

$\xrightarrow{S} B \rightarrow d$

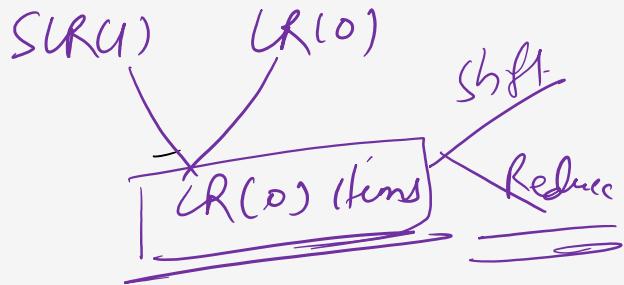
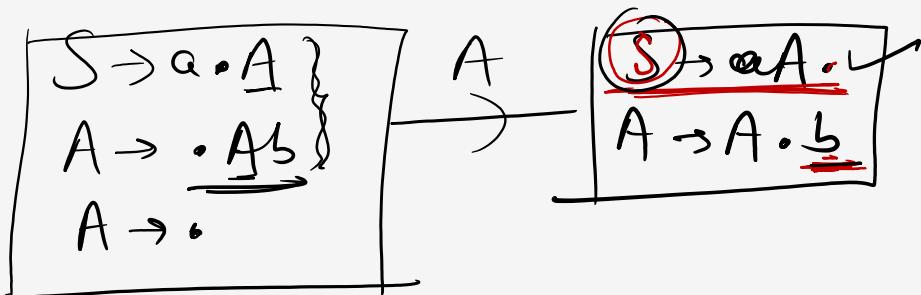
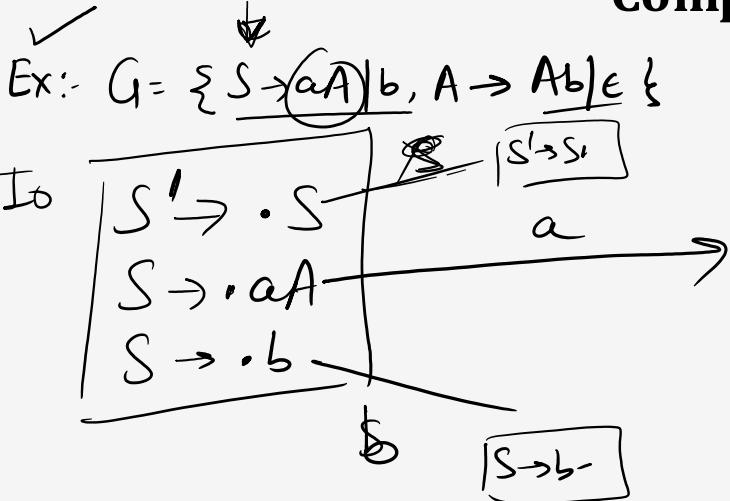
FP

$R/R$

$R_S/R_S$

net  $S(R_S)$

# Compiler Design



$$= \{ b \} \cap \{ \text{follow}(S) \}$$

$$= \{ b \} \cap \{ \$ \}$$

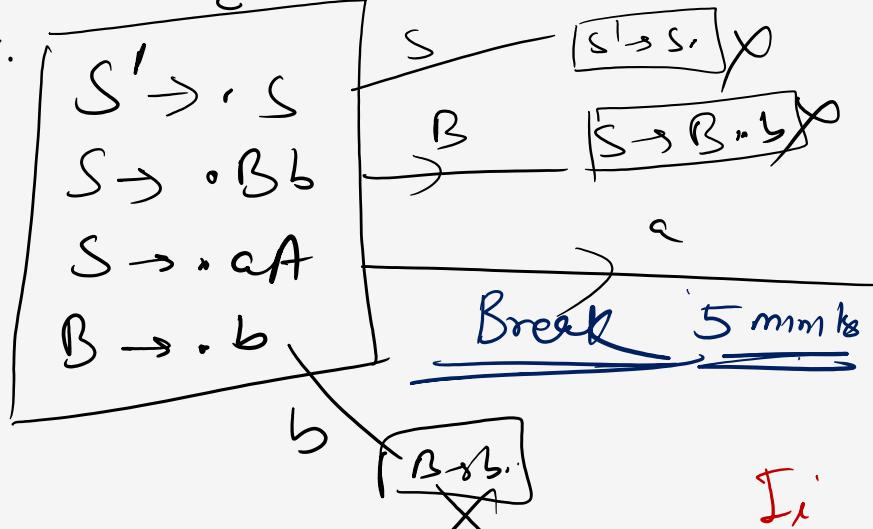
$= \emptyset$  Hence  $SUR(S)$  Grammar

Ans

# Compiler Design

Ex:-  $G = \{ S \rightarrow Bb \mid aA, A \rightarrow S \underline{a} | \epsilon, B \rightarrow b \}$

Is:-



$$\text{follow}(S) = \{a, \$\}$$

$$\text{follow}(A) = \{\text{follow}(S)\} = \{a, \$\}$$

SURCI  $\Rightarrow$  Unambiguous

$$\begin{aligned} \{a, b\} \cap \text{follow}(A) &= \\ \{a, b\} \cap \{a, \$\} &= \{a\} \end{aligned}$$

$\neq \emptyset$



S/R Conflict

↓

not SURCI

①  $A \rightarrow \alpha \cdot R_1$

# Compiler Design

✓ LR(0) Parsing Table

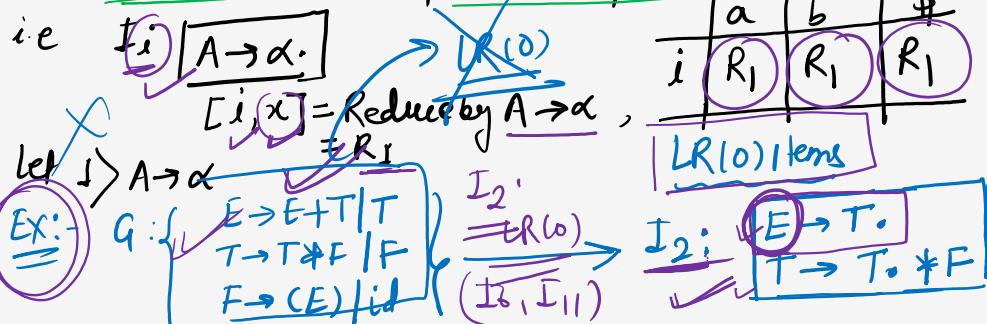
LR(0) Parsing :- It can be divided into two parts

1) Construction of Canonical Set of Items or LR(0) Items :-

It is same as Construction of LR(0) Items in SLR(1)

2) Construction of Parsing Table :- It is also same as

Construction of Parsing Table in SLR(1) except that  
if  $A \rightarrow \alpha \cdot$  is in  $I_i$  then we write Reduce by  $A \rightarrow \alpha$ .  
in entire Action Part of  $i^{\text{th}}$  row of the Table



States	Action Part					Goto Part		
	+	*	( )	Id	\$	E	T	F
0			$S_4$	$S_5$		1	2	3
1	$S_6$						Acc	
2	$R_2$	$S_7$	$R_2$	$R_2$	$R_2$			
3	$R_4$	$R_4$	$R_4$	$R_4$	$R_4$			
4			$S_4$	$S_5$		8	2	3
5	$R_6$	$R_6$	$R_6$	$R_6$	$R_6$			
6 = 5			$S_4$	$S_5$		9	3	
7			$S_4$	$S_5$				10
8	$S_6$				$S_{11}$			
9	$R_1$	$S_7$	$R_1$	$R_1$	$R_1$	$R_1$	$R_1$	
10	$R_3$	$R_3$	$R_3$	$R_3$	$R_3$	$R_3$	$R_3$	
11	$R_5$	$R_5$	$R_5$	$R_5$	$R_5$	$R_5$	$R_5$	

2)  $E \rightarrow T (R_2)$

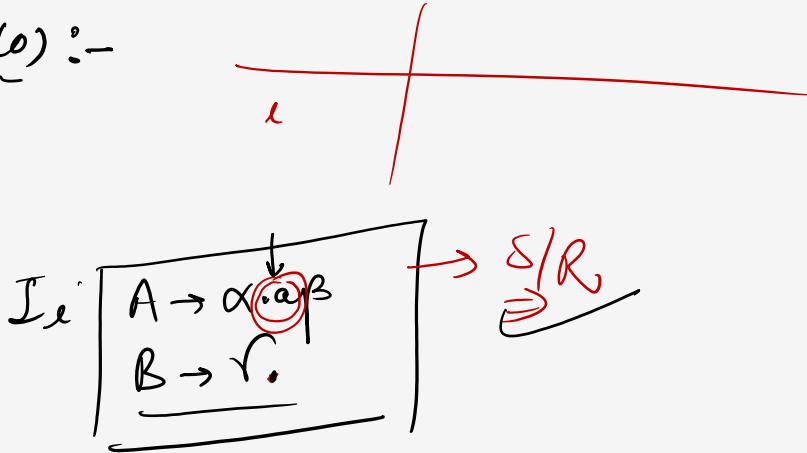
# Compiler Design

Conflicts in LR(0) :-

1 - S/R Conflict

2 - R/R Conflict

S/R Conflict



R/R Conflict

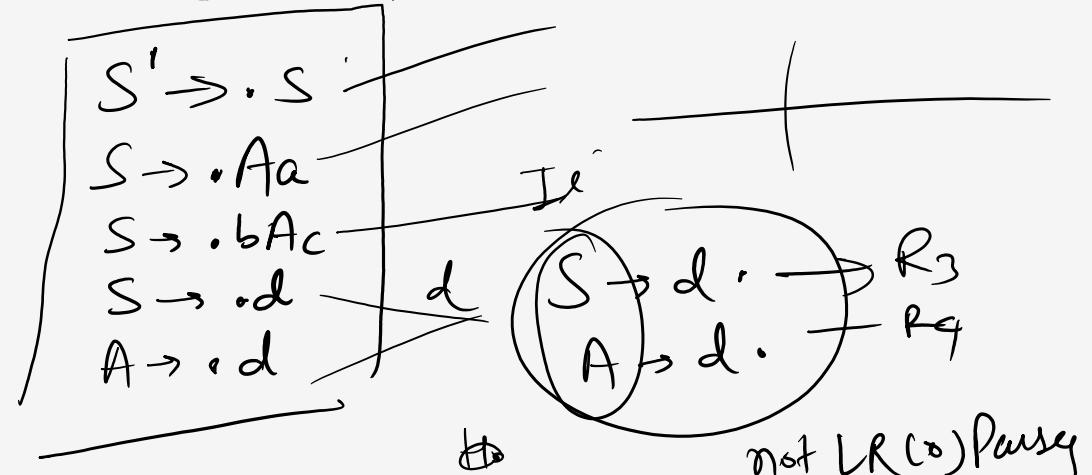


# Compiler Design

Quesiton: The following grammar is  $G = \{ S \rightarrow Aa \mid bAc \mid d, A \rightarrow d \}$

- a) LR(0) but not SLR(1)
- ~~b) SLR(1) but not LR(0)~~
- c) Both LR(0) & SLR(1)
- d) Neither LR(0) nor SLR(1)

~~SLR(1) but not LR(0)~~



# Compiler Design

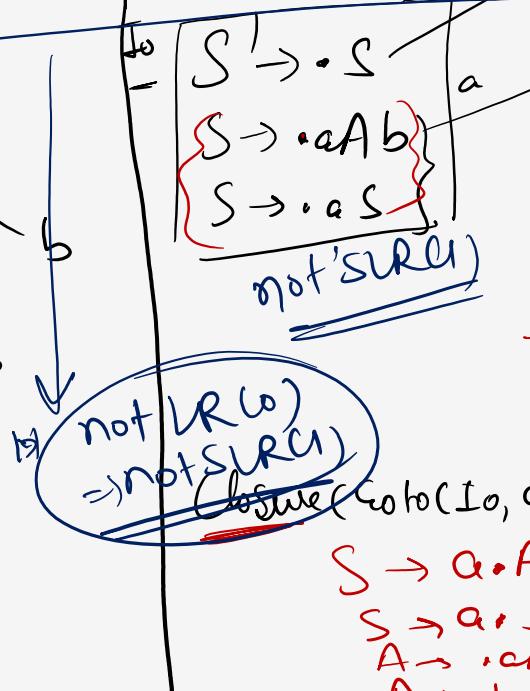
Question:-

$$G = \{ S \rightarrow aAb \mid aS, A \rightarrow aA \mid b \}$$



Ambiguous Grammar

{ not SLR(1)  
not LR(0) }



not LR(0)  
=> not SLR(1)  
Closure(Closure(I0, G))

$$\begin{aligned} S &\rightarrow a \cdot Ab \\ S &\rightarrow a \cdot S \\ A &\rightarrow \cdot aA \\ A &\rightarrow \cdot b \\ S &\rightarrow \cdot aAb \\ S &\rightarrow \cdot aS \end{aligned}$$

aabb

$$S \rightarrow a \cdot Ab$$

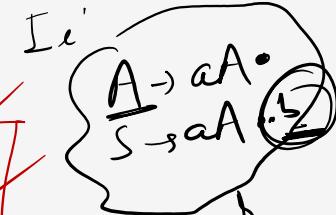
$$S \rightarrow a \cdot S$$

$$A \rightarrow \cdot aA$$

$$A \rightarrow \cdot b$$

$$S \rightarrow \cdot aAb$$

$$S \rightarrow \cdot aS$$



$$A \rightarrow a \cdot A$$

$$S \rightarrow a \cdot Ab$$

$$S \rightarrow a \cdot S$$

$$A \rightarrow \cdot aA$$

$$A \rightarrow \cdot b$$

$$\text{follow}(A) \cap \{b\} \cup S \rightarrow \cdot aAb$$

$$\{b, \_ \} \cap \{b\} \cup S \rightarrow \cdot aS$$



not SLR(1)

# Compiler Design



# Compiler Design

Consider the following grammar.

$S \rightarrow S * E$   
 $S \rightarrow E$   
 $E \rightarrow F + E$   
 $E \rightarrow F$   
 $F \rightarrow id$

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$\left\{ \begin{array}{l} S \rightarrow S * E \mid E \\ E \rightarrow F + E \mid F \\ F \rightarrow id \end{array} \right\}$

Consider the following LR(0) items corresponding to the grammar above.

- {  
(i)  $S \rightarrow S * .E$   
(ii)  $E \rightarrow F. + E$   
(iii)  $E \rightarrow F + .E$

- 1)  $S \rightarrow S * .E$   
2)  $E \rightarrow F. + E$   
3)  $E \rightarrow F + .E$

Given the items above, which two of them will appear in the same set in the canonical sets-of-items for the grammar?

- (i) and (ii)
- (ii) and (iii)
- (i) and (iii)
- None of the above

# Compiler Design

A canonical set of items is given below

$S \rightarrow L . Q > R$

$Q \rightarrow R .$

On input symbol  $<$  the set has

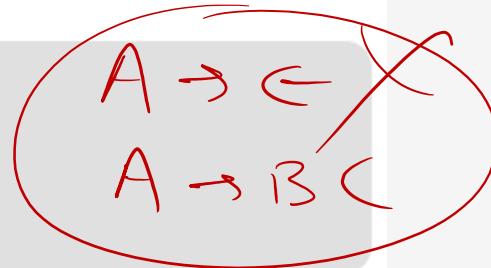
- a shift-reduce conflict and a reduce-reduce conflict.
- a shift-reduce conflict but not a reduce-reduce conflict.
- a reduce-reduce conflict but not a shift-reduce conflict.
- neither a shift-reduce nor a reduce-reduce conflict.



# Compiler Design

Which of the following grammar rules violate the requirements of an operator grammar ? P, Q, R are nonterminals, and r, s, t are terminals.

1.  $P \rightarrow Q \ R$  ✓
2.  $P \rightarrow Q \ s \ R$
3.  $P \rightarrow \epsilon$  ✓
4.  $P \rightarrow Q \ t \ R \ r$



- 1 only
- 1 and 3 only
- 2 and 3 only
- 3 and 4 only



# Compiler Design

Which of the following suffices to convert an arbitrary CFG to an LL(1) grammar?

- Removing left recursion alone X
- Factoring the grammar alone X
- Removing left recursion and factoring the grammar
- None of these ✓

- 1) UNAmbigus
- 2) Non left Recurss
- 3) Left factore

# Compiler Design



Thank You !

