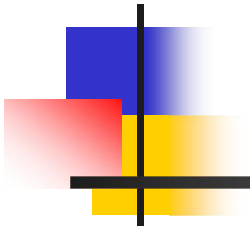


Programming Languages and Compilers (CS 421)



Reza Zamani

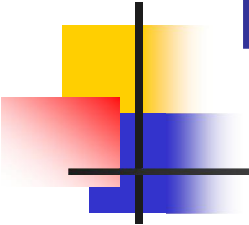
<http://www.cs.uiuc.edu/class/cs421/>

Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha



LR Parsing

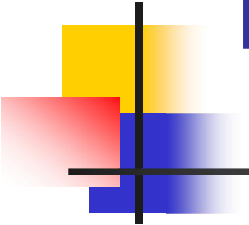
- n Read tokens left to right (L)
- n Create a rightmost derivation (R)
- n How is this possible?
- n Start at the bottom (left) and work your way up
- n Last step has only one non-terminal to be replaced so is right-most
- n Working backwards, replace mixed strings by non-terminals
- n Always proceed so that there are no non-terminals to the right of the string to be replaced



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow$

$= \mid (0 + 1) + 0$ shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

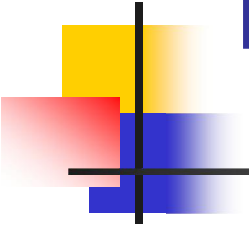
$\langle \text{Sum} \rangle \Rightarrow$

$$= (\mid 0 + 1) + 0$$

$$= \mid (0 + 1) + 0$$

shift

shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow$

$\Rightarrow (0 \mid + 1) + 0$

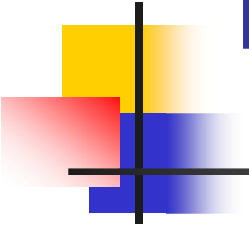
$= (\mid 0 + 1) + 0$

$= \mid (0 + 1) + 0$

reduce

shift

shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow$

$= (\langle \text{Sum} \rangle \mid + 1) + 0$

shift

$\Rightarrow (0 \mid + 1) + 0$

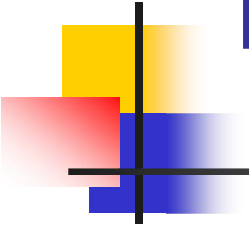
reduce

$= (\mid 0 + 1) + 0$

shift

$= \mid (0 + 1) + 0$

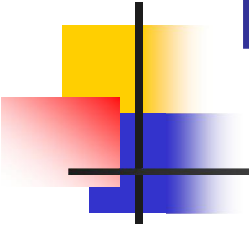
shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow$

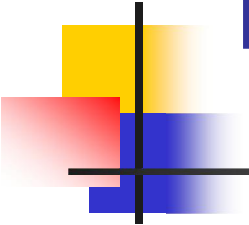
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
$= \mid (0 + 1) + 0$	shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow$

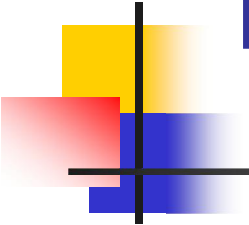
$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
$= \mid (0 + 1) + 0$	shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
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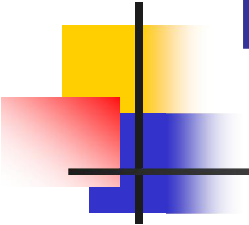
$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$ reduce
 $\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$ reduce
 $= (\langle \text{Sum} \rangle + \mid 1) + 0$ shift
 $= (\langle \text{Sum} \rangle \mid + 1) + 0$ shift
 $\Rightarrow (0 \mid + 1) + 0$ reduce
 $= (\mid 0 + 1) + 0$ shift
 $= \mid (0 + 1) + 0$ shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
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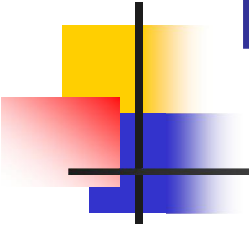
$= (\langle \text{Sum} \rangle \mid) + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
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Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
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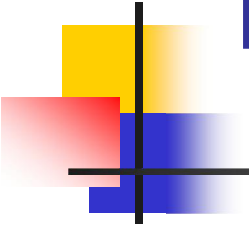
$\Rightarrow (\langle \text{Sum} \rangle) \mid + 0$	reduce
$= (\langle \text{Sum} \rangle \mid) + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
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Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

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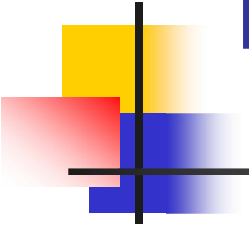
$= \langle \text{Sum} \rangle \mid + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle) \mid + 0$	reduce
$= (\langle \text{Sum} \rangle \mid) + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
$= \mid (0 + 1) + 0$	shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow$

$= \langle \text{Sum} \rangle + \mid 0$	shift
$= \langle \text{Sum} \rangle \mid + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle) \mid + 0$	reduce
$= (\langle \text{Sum} \rangle \mid) + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
$= \mid (0 + 1) + 0$	shift

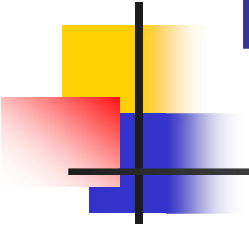


Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle$

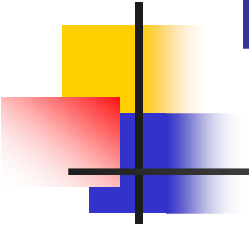
\Rightarrow

$\Rightarrow \langle \text{Sum} \rangle + 0 \mid$	reduce
$= \langle \text{Sum} \rangle + \mid 0$	shift
$= \langle \text{Sum} \rangle \mid + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle) \mid + 0$	reduce
$= (\langle \text{Sum} \rangle \mid) + 0$	shift
$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
$\Rightarrow (0 \mid + 1) + 0$	reduce
$= (\mid 0 + 1) + 0$	shift
$= \mid (0 + 1) + 0$	shift



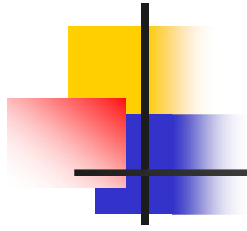
Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle$	$\Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid$	reduce
	$\Rightarrow \langle \text{Sum} \rangle + 0 \mid$	reduce
	$= \langle \text{Sum} \rangle + \mid 0$	shift
	$= \langle \text{Sum} \rangle \mid + 0$	shift
	$\Rightarrow (\langle \text{Sum} \rangle) \mid + 0$	reduce
	$= (\langle \text{Sum} \rangle \mid) + 0$	shift
	$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
	$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
	$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
	$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
	$\Rightarrow (0 \mid + 1) + 0$	reduce
	$= (\mid 0 + 1) + 0$	shift
	$= \mid (0 + 1) + 0$	shift



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

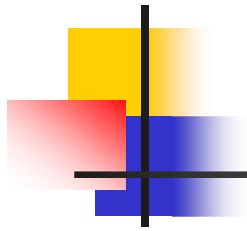
$\langle \text{Sum} \rangle \mid$	$\Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid$	reduce
	$\Rightarrow \langle \text{Sum} \rangle + 0 \mid$	reduce
	$= \langle \text{Sum} \rangle + \mid 0$	shift
	$= \langle \text{Sum} \rangle \mid + 0$	shift
	$\Rightarrow (\langle \text{Sum} \rangle) \mid + 0$	reduce
	$= (\langle \text{Sum} \rangle \mid) + 0$	shift
	$\Rightarrow (\langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid) + 0$	reduce
	$\Rightarrow (\langle \text{Sum} \rangle + 1 \mid) + 0$	reduce
	$= (\langle \text{Sum} \rangle + \mid 1) + 0$	shift
	$= (\langle \text{Sum} \rangle \mid + 1) + 0$	shift
	$\Rightarrow (0 \mid + 1) + 0$	reduce
	$= (\mid 0 + 1) + 0$	shift
	$= \mid (0 + 1) + 0$	shift



Example

(0 + 1) + 0

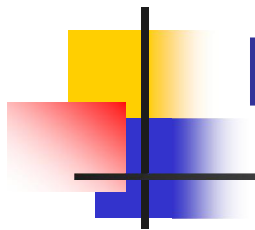




Example

(0 + 1) + 0

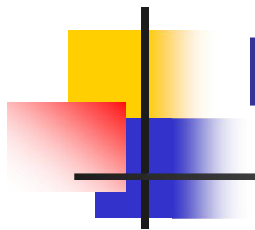




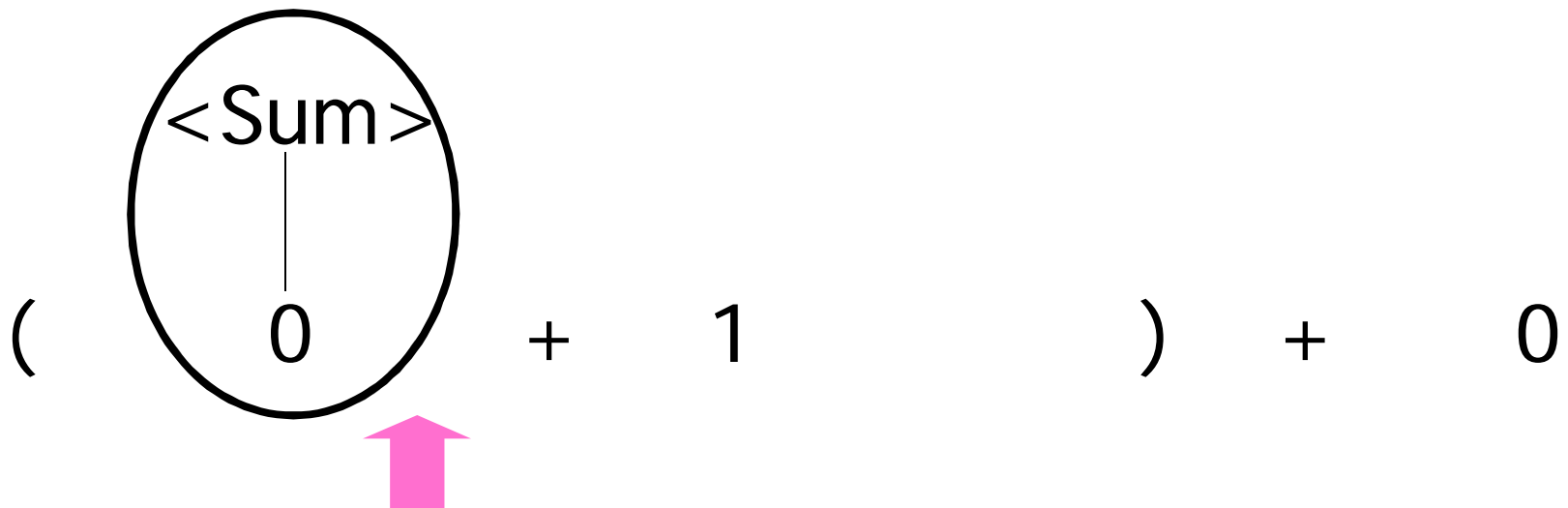
Example

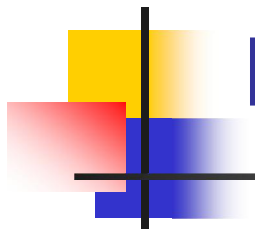
(0 + 1) + 0



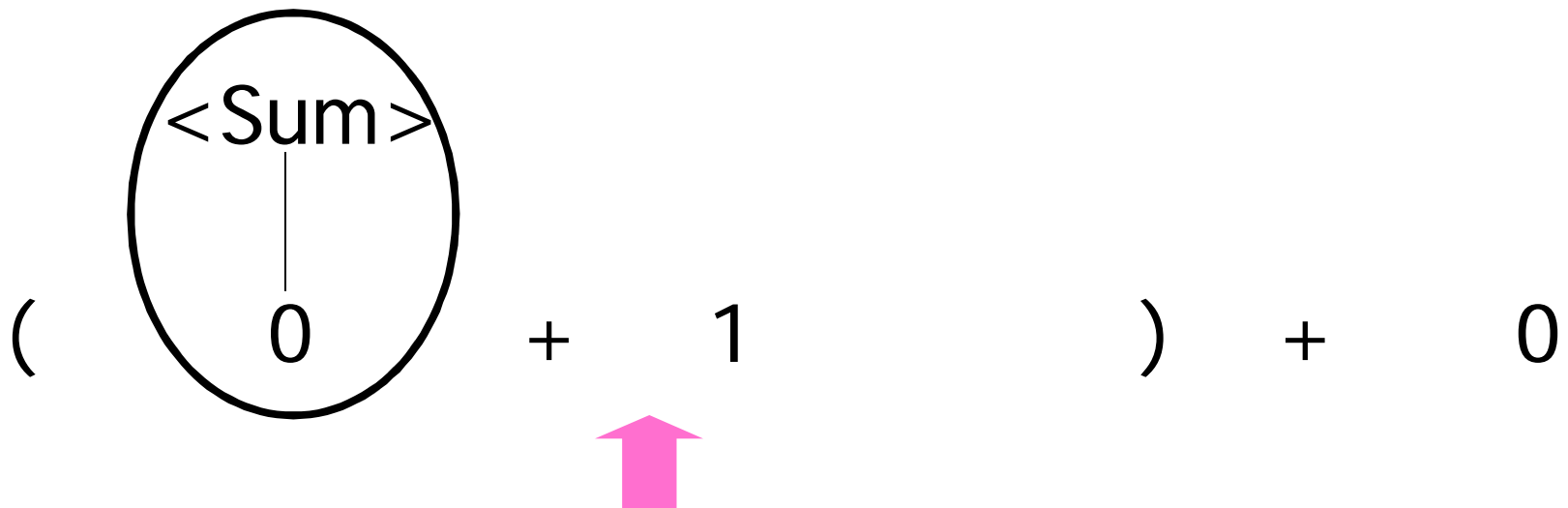


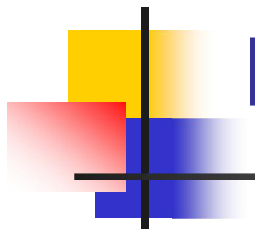
Example



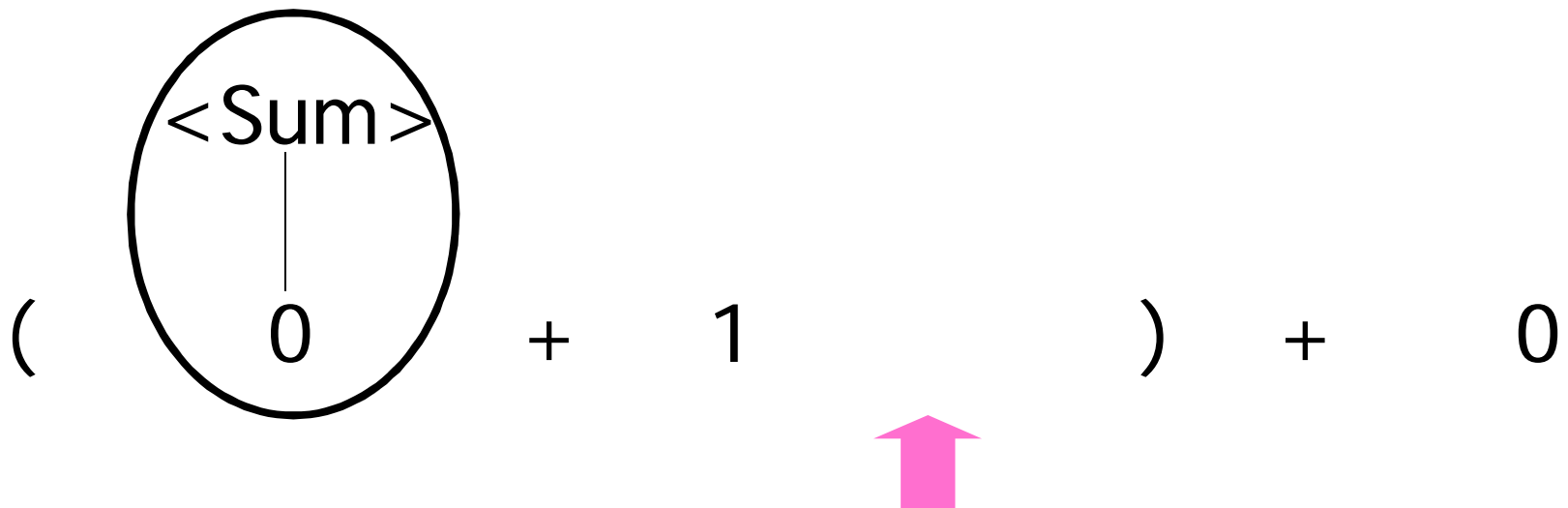


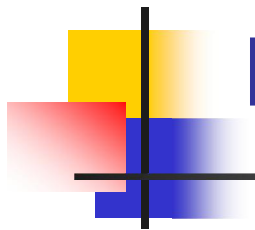
Example



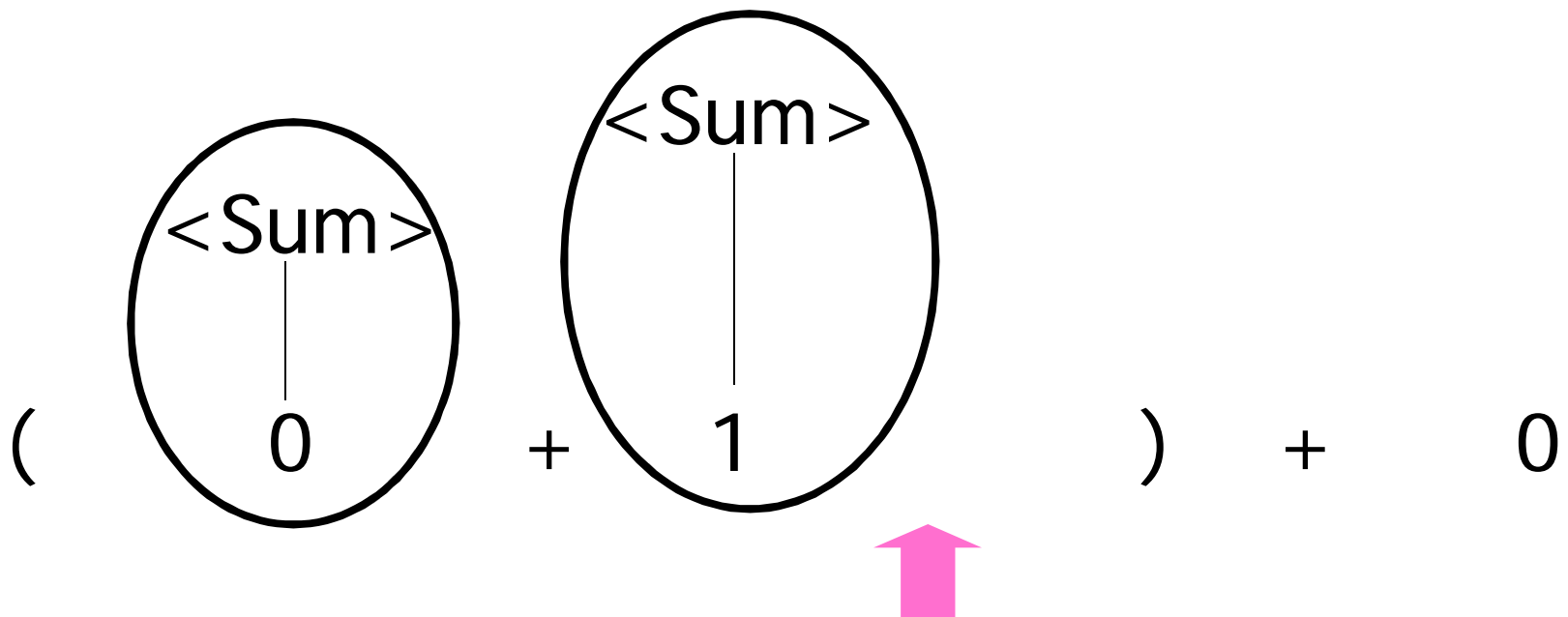


Example



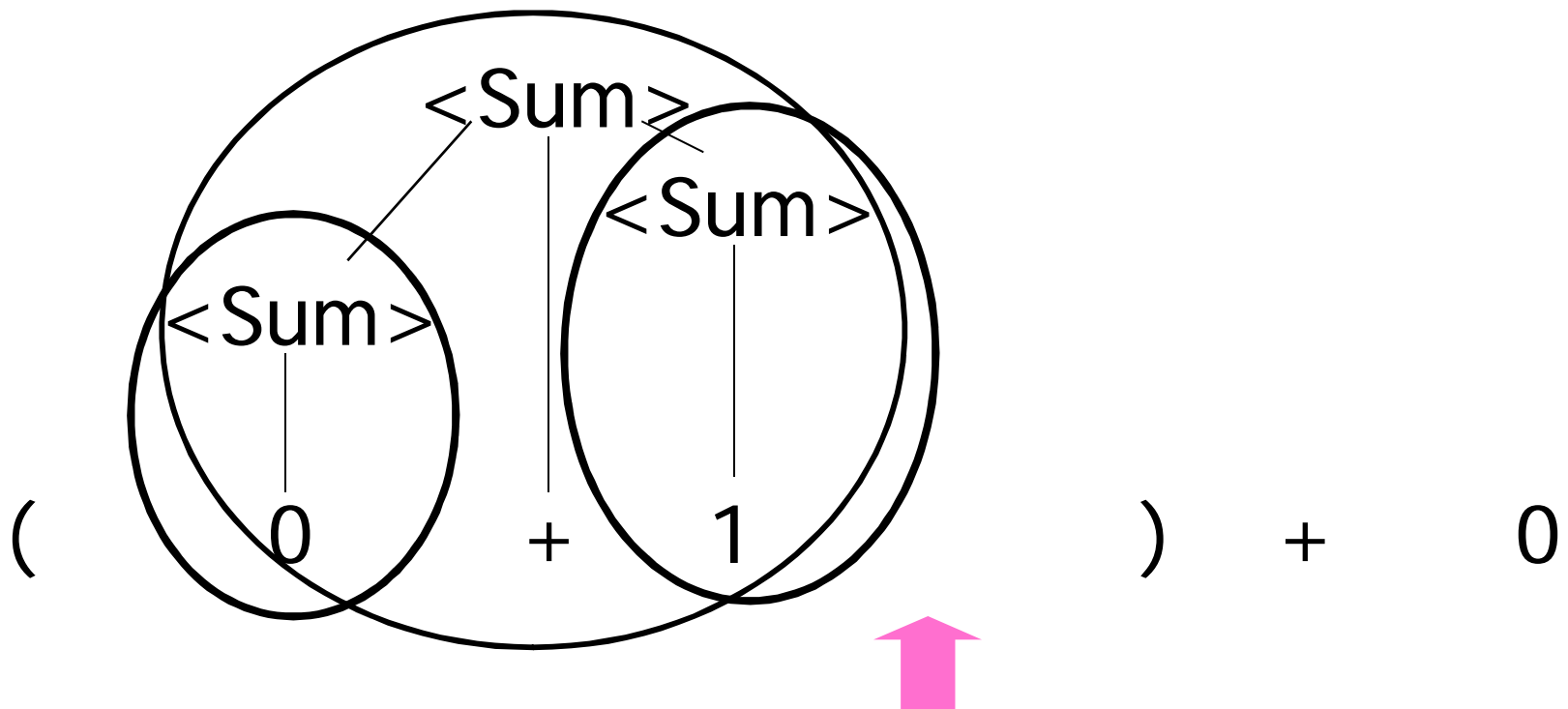


Example



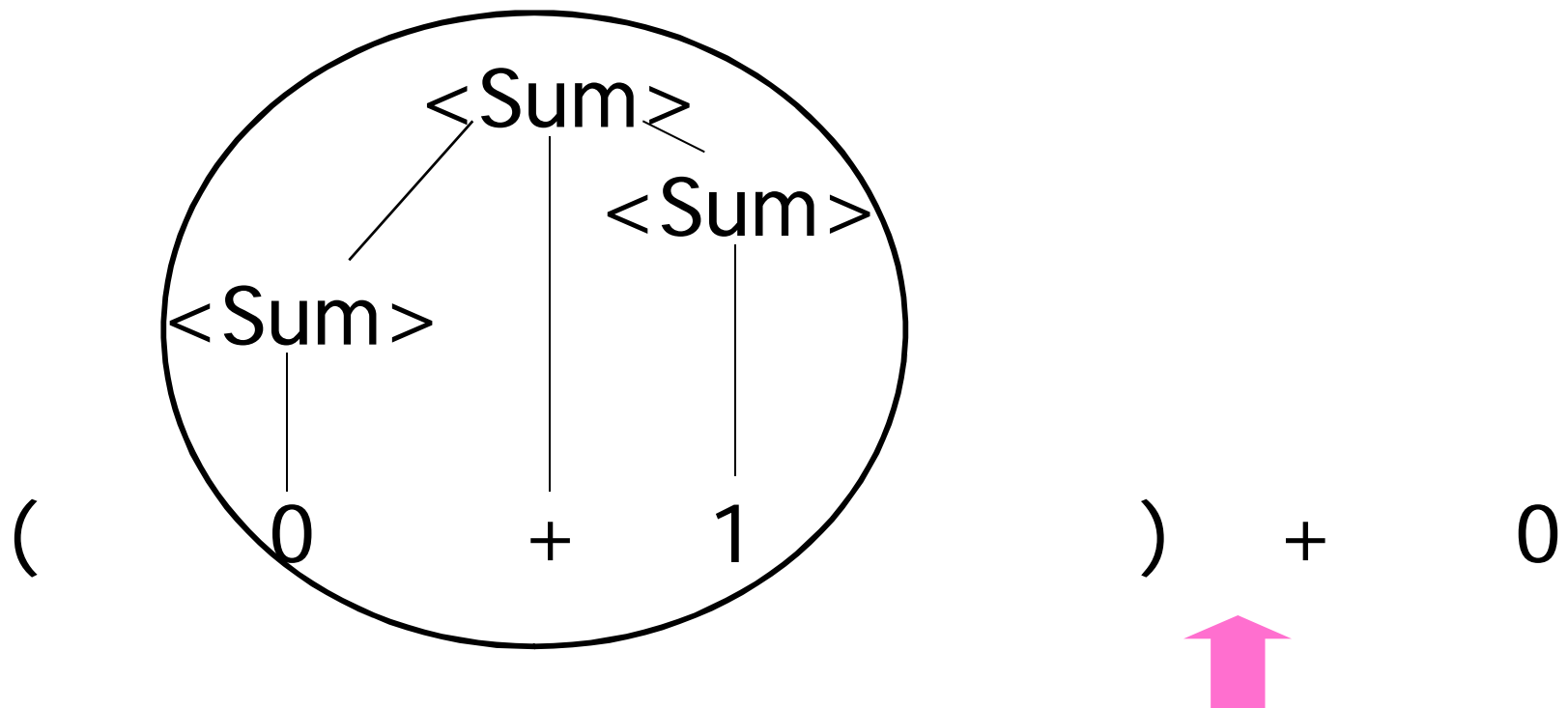


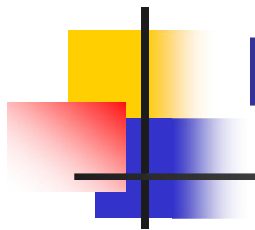
Example



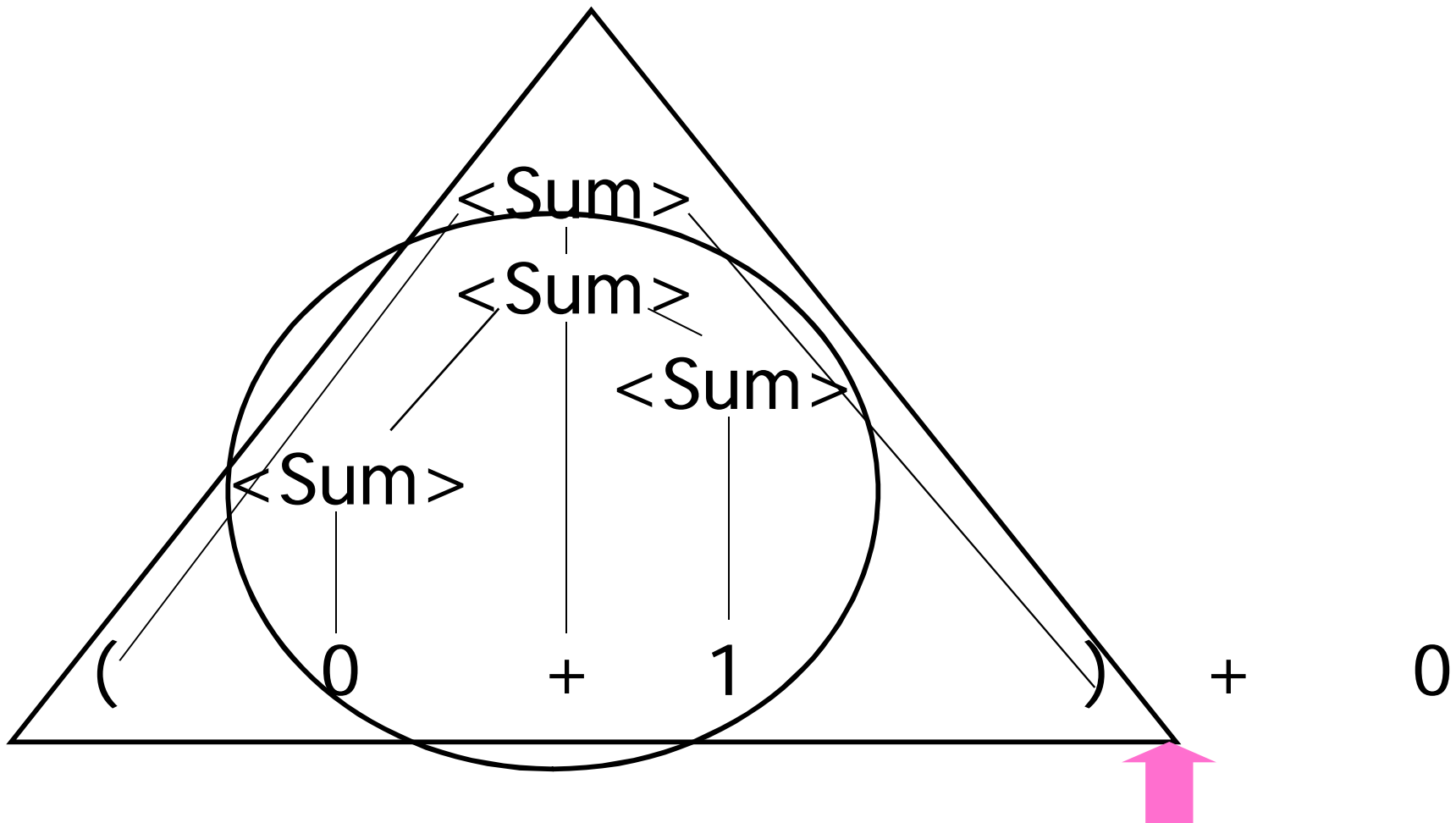


Example



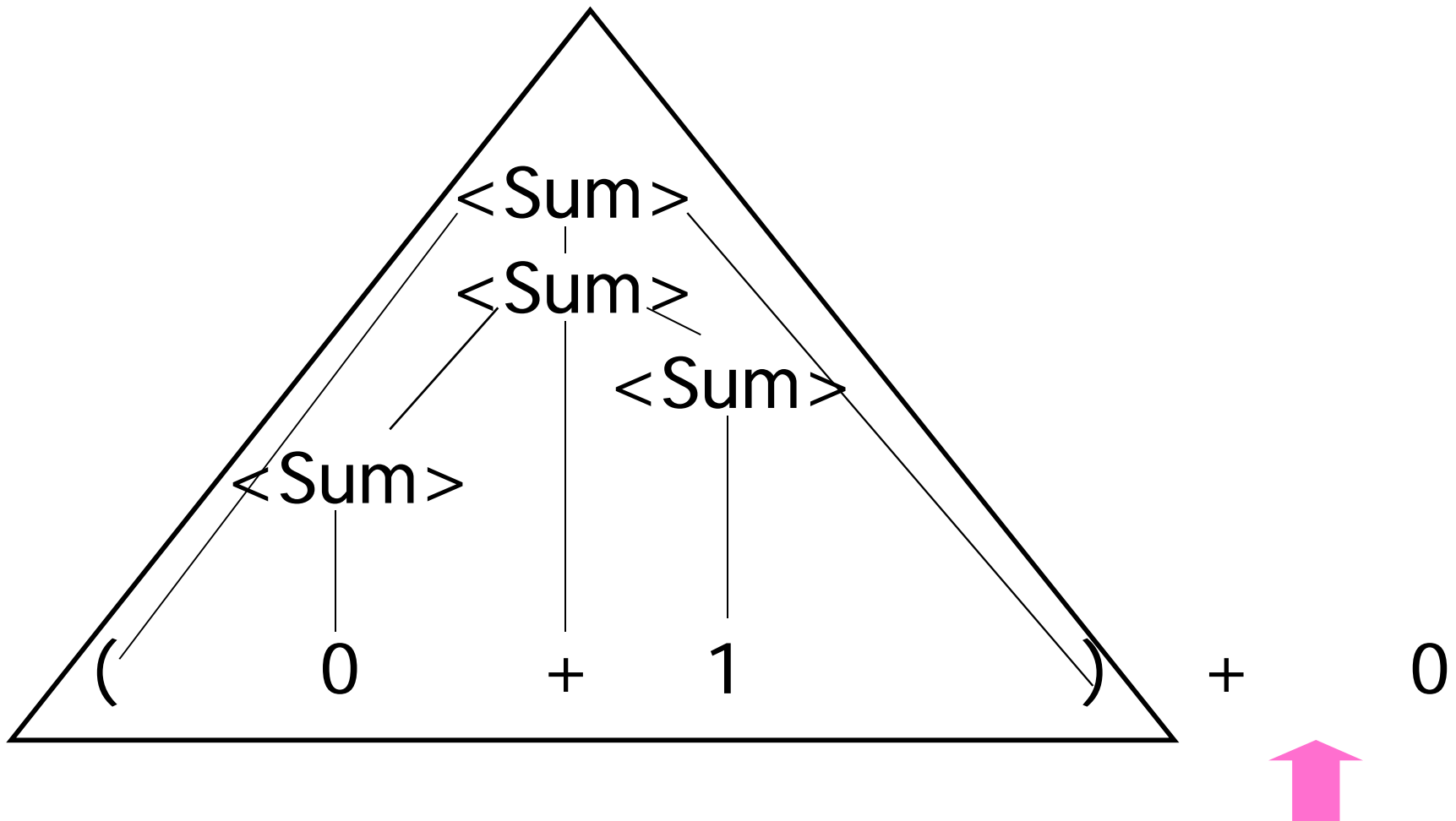


Example



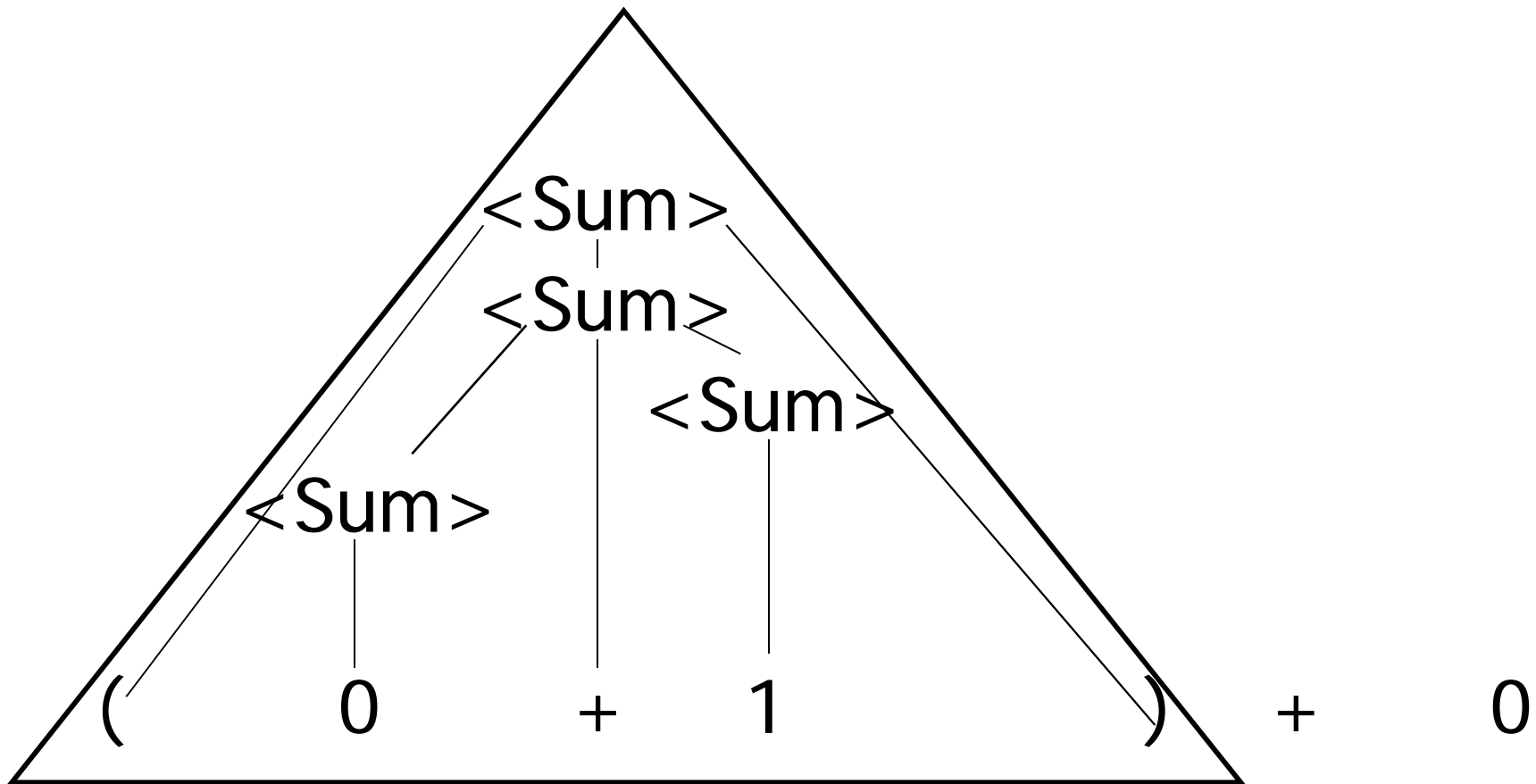


Example





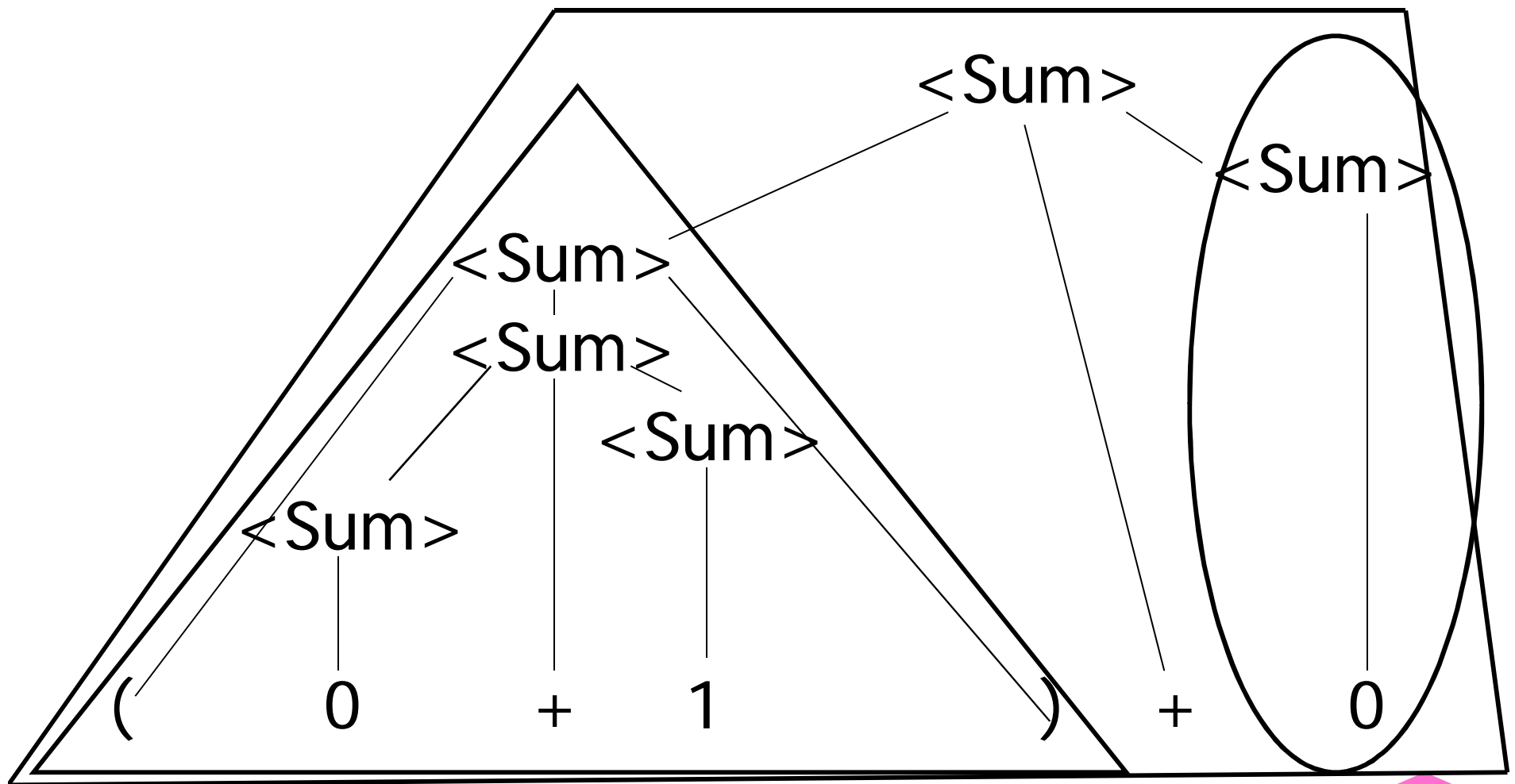
Example





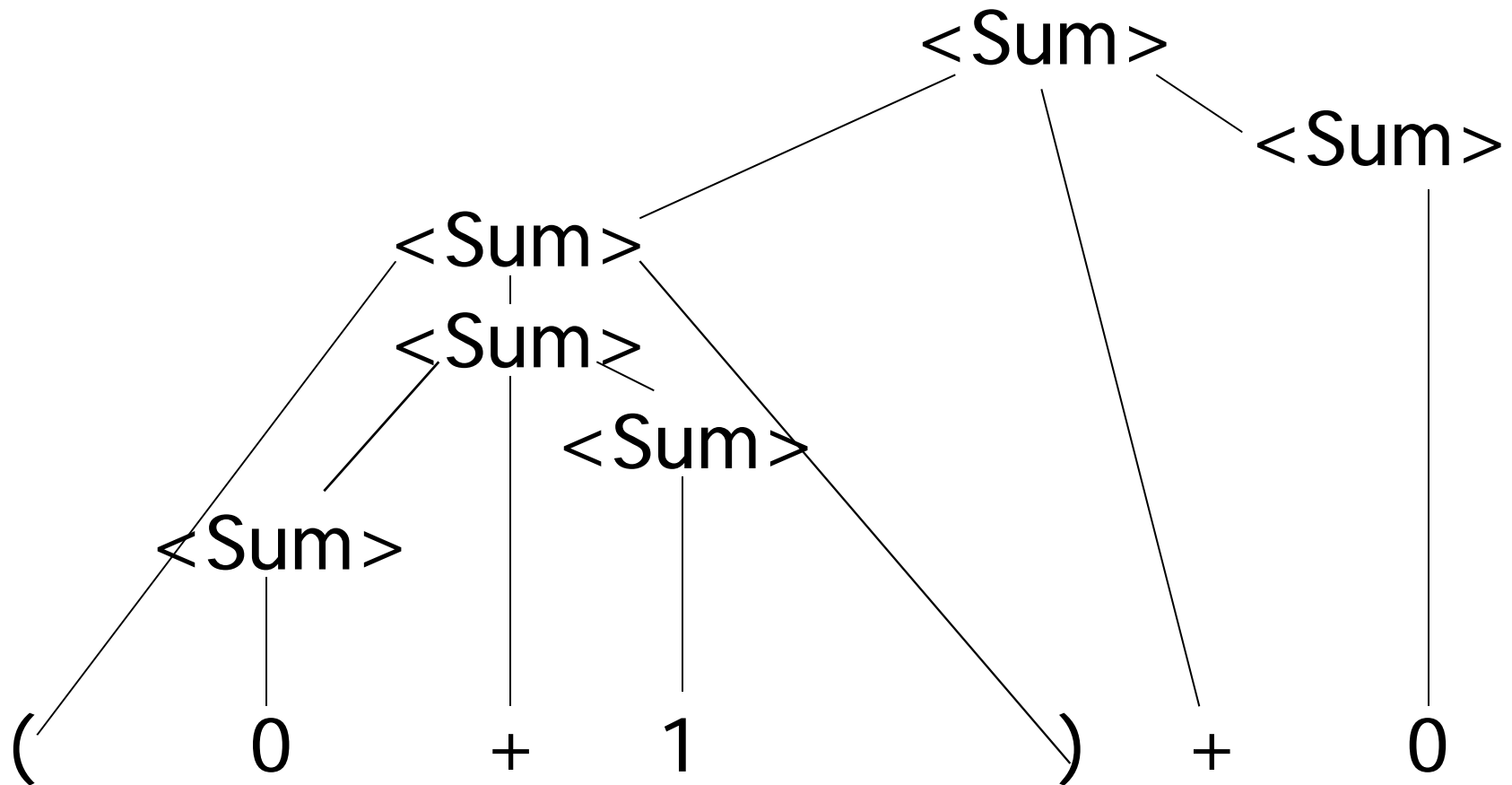


Example





Example





LR Parsing Tables

- n Build a pair of tables, Action and Goto, from the grammar
 - n This is the hardest part, we omit here
 - n Rows labeled by states
 - n For Action, columns labeled by terminals and “end-of-tokens” marker
 - n (more generally strings of terminals of fixed length)
 - n For Goto, columns labeled by non-terminals



Action and Goto Tables

- n Given a state and the next input, Action table says either
 - n **shift** and go to state n , or
 - n **reduce** by production k (explained in a bit)
 - n **accept** or **error**
- n Given a state and a non-terminal, Goto table says
 - n go to state m



LR(i) Parsing Algorithm

- n Based on push-down automata
- n Uses states and transitions (as recorded in Action and Goto tables)
- n Uses a stack containing states, terminals and non-terminals



LR(i) Parsing Algorithm

0. Insure token stream ends in special “end-of-tokens” symbol
1. Start in state 1 with an empty stack
2. Push **state**(1) onto stack
- 3. Look at next i tokens from token stream ($toks$) (don't remove yet)
4. If top symbol on stack is **state**(n), look up action in Action table at $(n, toks)$



LR(i) Parsing Algorithm

5. If action = **shift** m ,
- a) Remove the top token from token stream and push it onto the stack
 - b) Push **state**(m) onto stack
 - c) Go to step 3



LR(i) Parsing Algorithm

6. If action = **reduce** k where production k is
 $E ::= u$
- a) Remove $2 * \text{length}(u)$ symbols from stack (u and all the interleaved states)
 - b) If new top symbol on stack is **state**(m), look up new state p in $\text{Goto}(m, E)$
 - c) Push E onto the stack, then push **state**(p) onto the stack
 - d) Go to step 3



LR(i) Parsing Algorithm

7. If action = **accept**

- Stop parsing, return success

8. If action = **error**,

- Stop parsing, return failure



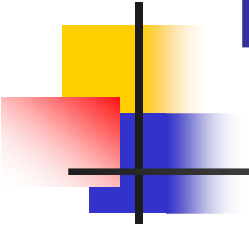
Adding Synthesized Attributes

- n Add to each **reduce** a rule for calculating the new synthesized attribute from the component attributes
- n Add to each non-terminal pushed onto the stack, the attribute calculated for it
- n When performing a **reduce**,
 - n gather the recorded attributes from each non-terminal popped from stack
 - n Compute new attribute for non-terminal pushed onto stack



Shift-Reduce Conflicts

- n **Problem:** can't decide whether the action for a state and input character should be **shift** or **reduce**
- n Caused by ambiguity in grammar
- n Usually caused by lack of associativity or precedence information in grammar



Example: $\langle \text{Sum} \rangle = 0 \mid 1 \mid (\langle \text{Sum} \rangle)$
 $\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\mid 0 + 1 + 0$	shift
$\rightarrow 0 \mid + 1 + 0$	reduce
$\rightarrow \langle \text{Sum} \rangle \mid + 1 + 0$	shift
$\rightarrow \langle \text{Sum} \rangle + \mid 1 + 0$	shift
$\rightarrow \langle \text{Sum} \rangle + 1 \mid + 0$	reduce
$\rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid + 0$	



Example - cont

- n **Problem:** shift or reduce?
- n You can shift-shift-reduce-reduce or reduce-shift-shift-reduce
- n Shift first - right associative
- n Reduce first- left associative



Reduce - Reduce Conflicts

- n **Problem:** can't decide between two different rules to reduce by
- n Again caused by ambiguity in grammar
- n **Symptom:** RHS of one production suffix of another
- n Requires examining grammar and rewriting it
- n Harder to solve than shift-reduce errors



Example

$n \quad S ::= A \mid aB \quad A ::= abc \quad B ::= bc$

| abc shift

a | bc shift

ab | c shift

abc |

n Problem: reduce by $B ::= bc$ then by S
 $::= aB$, or by $A ::= abc$ then $S::A$?



Using Ocaml yacc

- n Input attribute grammar is put in file
<grammar>.mly

- n Execute

ocaml yacc <grammar>.mly

- n Produces code for parser in

<grammar>.ml

and interface (including type declaration for tokens) in

<grammar>.mli



Parser Code

- n `<grammar>.ml` defines one parsing function per entry point
- n Parsing function takes a lexing function (lexer buffer to token) and a lexer buffer as arguments
- n Returns semantic attribute of corresponding entry point



Ocamlyacc Input

n File format:

%{

<header>

%}

<declarations>

%%

<rules>

%%

<trailer>



Ocamlyacc <*header*>

- n Contains arbitrary Ocaml code
- n Typically used to give types and functions needed for the semantic actions of rules and to give specialized error recovery
- n May be omitted
- n <*footer*> similar. Possibly used to call parser



Ocamlyacc <declarations>

n **%token** *symbol ... symbol*

n Declare given symbols as tokens

n **%token** <*type*> *symbol ... symbol*

n Declare given symbols as token constructors, taking an argument of type *type*

n **%start** *symbol ... symbol*

n Declare given symbols as entry points; functions of same names in <*grammar*>.ml



Ocamlyacc < *declarations* >

n **%type** <*type*> *symbol* ... *symbol*

Specify type of attributes for given symbols.

Mandatory for start symbol

n **%left** *symbol* ... *symbol*

n **%right** *symbol* ... *symbol*

n **%nonassoc** *symbol* ... *symbol*

Associate precedences and associativities to given symbols. Same line, same precedence; earlier line, lower precedence (broadest scope)



Ocamlyacc <rules>

n *nonterminal* :

symbol ... symbol { semantic_action }

| ...

| *symbol ... symbol { semantic_action }*

;

- n Semantic actions are arbitrary Ocaml expressions
- n Must be of same type as declared (or inferred) for *nonterminal*
- n Access values semantic attributes of symbols by position: \$1 for first symbol, \$2 to second ...



Example - Base types

```
(* File: expr.ml *)
```

```
type expr =
```

```
  Term_as_Expr of term
```

```
  | Plus_Expr of (term * expr)
```

```
  | Minus_Expr of (term * expr)
```

```
and term =
```

```
  Factor_as_Term of factor
```

```
  | Mult_Term of (factor * term)
```

```
  | Div_Term of (factor * term)
```

```
and factor =
```

```
  Id_as_Factor of string
```

```
  | Parenthesized_Expr_as_Factor of expr
```



Example - Lexer (exprlex.mll)

```
{ (*open Exprparse*) }  
let numeric = ['0' - '9']  
let letter = ['a' - 'z' 'A' - 'Z']  
rule token = parse  
| "+" {Plus_token}  
| "-" {Minus_token}  
| "*" {Times_token}  
| "/" {Divide_token}  
| "(" {Left_parenthesis}  
| ")" {Right_parenthesis}  
| letter (letter|numeric|"_")* as id {Id_token id}  
| [' ' '\t' '\n'] {token lexbuf}  
| eof {EOL}
```



Example - Parser (exprparse.mly)

```
%{ open Expr
```

```
%}
```

```
%token <string> Id_token
```

```
%token Left_parenthesis Right_parenthesis
```

```
%token Times_token Divide_token
```

```
%token Plus_token Minus_token
```

```
%token EOL
```

```
%start main
```

```
%type <expr> main
```

```
%%
```



Example - Parser (exprparse.mly)

expr:

term

{ Term_as_Expr \$1 }

| term Plus_token expr

{ Plus_Expr (\$1, \$3) }

| term Minus_token expr

{ Minus_Expr (\$1, \$3) }



Example - Parser (exprparse.mly)

term:

factor

{ Factor_as_Term \$1 }

| factor Times_token term

{ Mult_Term (\$1, \$3) }

| factor Divide_token term

{ Div_Term (\$1, \$3) }



Example - Parser (exprparse.mly)

factor:

Id_token

{ Id_as_Factor \$1 }

| Left_parenthesis expr Right_parenthesis

{Parenthesized_Expr_as_Factor \$2 }

main:

| expr EOL

{ \$1 }



Example - Using Parser

```
# #use "expr.ml";;
```

```
...
```

```
# #use "exprparse.ml";;
```

```
...
```

```
# #use "exprlex.ml";;
```

```
...
```

```
# let test s =
```

```
  let lexbuf = Lexing.from_string (s ^ "\n") in  
    main token lexbuf;;
```



Example - Using Parser

```
# test "a + b";;
```

```
- : expr =
```

```
Plus_Expr
```

```
(Factor_as_Term (Id_as_Factor "a"),
```

```
Term_as_Expr (Factor_as_Term  
  (Id_as_Factor "b"))))
```