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# **Parser Generators, Conflict Management, and ML-Yacc**

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# Parser generators, ML-Yacc

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- LR parsers are tedious to write, but can be generated, e.g., by ML-Yacc
- Input: A parser specification
  - Grammar rules (context-free, typically LALR(1))
  - Directives (manage types, conflicts, ..)
  - User code, supporting semantic actions
- Output: Source code of a parser, ready to use
- Hurdle: Conflict management!

# Example Grammar

- Grammar:

<b><i>P</i></b>	<b>→</b>	<b><i>L</i></b>	<b><i>L</i></b>	<b>→</b>	<b><i>S</i></b>
<b><i>S</i></b>	<b>→</b>	<b>id := id</b>	<b><i>L</i></b>	<b>→</b>	<b><i>L</i> ; <i>S</i></b>
<b><i>S</i></b>	<b>→</b>	<b>while id do <i>S</i></b>			
<b><i>S</i></b>	<b>→</b>	<b>begin <i>L</i> end</b>			
<b><i>S</i></b>	<b>→</b>	<b>if id then <i>S</i></b>			
<b><i>S</i></b>	<b>→</b>	<b>if id then <i>S</i> else <i>S</i></b>			

- Expressing the same thing for ML-Yacc

- Rule format: **stm : WHILE ID DO stm ()**
- Sections:

```
user declarations
%%
parser declarations
%%
grammar rules
```

# Example Grammar Spec

## ■ ML-Yacc specification:

```
%%
%term ID | WHILE | BEGIN | END | DO | IF | THEN | ELSE | SEMI | ASSIGN | EOF
%nonterm prog | stm | stmlist
%pos int
%verbose
%start prog
%eop EOF %noshift EOF
%%
prog : stmlist                                ()
stm  : ID ASSIGN ID                            ()
      | WHILE ID DO stm                       ()
      | BEGIN stmlist END                     ()
      | IF ID THEN stm                        ()
      | IF ID THEN stm ELSE stm               ()
stmlist : stm                                ()
         | stmlist SEMI stm                   ()
```

# Example Grammar Spec

- ‘Verbose’ ensures feedback, esp. on conflicts:

1 shift/reduce **conflict**

error: state **17**: shift/reduce conflict  
(shift ELSE, reduce by rule 4)

state 0:

prog : . stmlist

ID shift 6  
WHILE shift 5  
BEGIN shift 4  
IF shift 3

prog goto 21  
stm goto 2  
stmlist goto 1

. error

...

state **17**:

stm : IF ID THEN stm . (reduce by rule 4)  
stm : IF ID THEN stm . ELSE stm

ELSE shift 19  
. reduce by rule 4

...

state 21:

EOF accept  
. error

15 of 57 action table entries left after  
compaction  
9 goto table entries

# Revisit Ambiguous Grammar

- Grammar:

$E \rightarrow \text{id}$

$E \rightarrow \text{num}$

$E \rightarrow E * E$

$E \rightarrow E / E$

$E \rightarrow E + E$

$E \rightarrow E - E$

$E \rightarrow ( E )$

- Much worse: 16 shift/reduce conflicts!
- Last time: Rewritten  $(E, T, F)$
- Can be managed using conflict resolution hints
- Default: Prefer shift for sh/rd, first rule for rd/rd

# Wishes for Revisited Grammar

- Grammar:

$E \rightarrow \text{id}$	$E \rightarrow E + E$
$E \rightarrow \text{num}$	$E \rightarrow E - E$
$E \rightarrow E * E$	$E \rightarrow ( E )$
$E \rightarrow E / E$	

- Multiplication, division *binds stronger than* addition, subtraction (**precedence**)
- Operators left **associative**
- May also specify **no associativity**

# Shift-reduce and Precedence

- A partial LR(1) state:

$$\begin{array}{lcl} E & \rightarrow & E * E \bullet \quad + \\ E & \rightarrow & E \bullet + E \quad (any) \end{array}$$

- If we prefer shift: Stack is  $E * E$  becomes  $E * E +$  and later  $E * E + E$  which must reduce the addition
- Must prefer reduce for right precedence:  $E * E$  becomes  $E$  and later  $E + E$  which has reduced the multiplication



# Shift-reduce and Associativity

- A partial LR(1) state:

$$\begin{array}{lcl} E & \rightarrow & E + E \bullet \quad + \\ E & \rightarrow & E \bullet + E \quad (any) \end{array}$$

- If we prefer shift: Stack is  $E + E$  becomes  $E + E +$  and later  $E + E + E$  reducing the rightmost addition
- Must prefer reduce for right precedence:  $E + E$  becomes  $E$  and later  $E + E$  which has reduced the leftmost addition first

# Non-Associativity

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- A partial LR(1) state:

$$\begin{array}{llll} E & \rightarrow & E - E \bullet & - \\ E & \rightarrow & E \bullet - E & (any) \end{array}$$

- Make that position in the parsing table an error
- Point **2-3-4** is inherently error-prone, just outlaw it! Similarly for **i == j == k**

# Precedence & Associativity Control

- Related specification declarations:

```
%%  
%term  INT | PLUS | MINUS | TIMES | UMINUS | EXP | EQ | NEQ | EOF  
%nonterm  exp  
%start  exp  
%eop  EOF  
%nonassoc EQ NEQ  
%left  PLUS MINUS  
%left  TIMES  
%right EXP  
%left  UMINUS  
%%  
stm : ...  
    | MINUS exp %prec UMINUS    ()
```

*never returned from lexer!*

- Use **%prec** to force precedence on rule

# Error Handling

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- Starting point: Do not just report one error and stop, keep running and report many
- Local strategy: Correct at location that made parser engine enter error state
- Global strategy: Perform minimal change that makes program syntactically correct
- Actions: Change parser stack, change input, change “inverse lookahead”

# Error Handling Using 'error' Symbol

- A local strategy, known from YACC
- Idea: Grammar rules contain 'error' tokens, e.g.

$E \rightarrow \text{id}$

$L \rightarrow L ; E$

$E \rightarrow E + E$

$E \rightarrow ( E )$

$E \rightarrow ( \text{error} )$

$L \rightarrow E$

$E \rightarrow \text{error} ; E$

- Generator: 'error' terminal, generate usual shift
- Engine: When error, pop until action for 'error' is shift; shift it; discard input until non-error action; resume parsing

# Burke-Fisher Error Handling

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- A limited global strategy
  - Choose  $K$ , create  $K$ -place buffer
  - Maintain two parse stacks,  $K$  steps apart
  - Semantic actions: only “delayed” stack (side-effects!)
  - On error: Try all possible deletions/insertions/changes on the buffer
  - Complexity not bad:  $N$  tokens  $\Rightarrow (1+2N)K$
- Advantage: Grammar, table unchanged, only engine algorithm changed
- Need default values (ID, INT)
- May use `%change` directives:  $>1$  token

# Summary

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- LR parsing nice, implementation tedious
- Use generated code! E.g., ML-Yacc
- Specification file (3 sections, %%)
- Conflicts reported – shift/reduce, reduce/reduce
- Control parser table: precedence, associativity
- Error handling: local, global
- Using ‘error’ token
- Using Burke-Fisher “try all edits” approach