LR1: Shift-Reduce Parsing

LR Parsing

CMPT 379: Compilers

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Bottom-Up Parsing

- Bottom-up parsing is more general than (deterministic) top-down parsing
 - Just as efficient
 - Builds on ideas in top-down parsing
- Preferred method in practice
- Do not need left-factored grammars!

Bottom-Up parsing

 Bottom-up parsing <u>reduces</u> a string to the start symbol by inverting the derivation

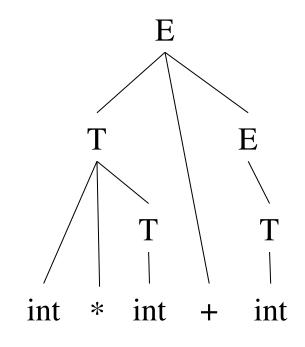
```
int * int + int T \rightarrow \text{int} E \rightarrow T + E

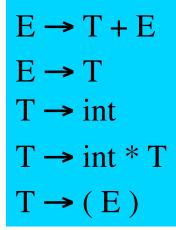
int * T + \text{int} T \rightarrow \text{int} * T \rightarrow \text{int} * T \rightarrow \text{int} *
```

Note the productions, read reverse (i.e. from bottom to top)
This is a rightmost derivation!

Bottom-up parse

 Fact #1: A bottom-up parser traces a rightmost derivation in reverse





Reductions during Parsing

- Fact #1 has an interesting consequence:
 - Let $\alpha \beta \omega$ be a step of a bottom-up parse
 - Assume the next reduction is by $X \rightarrow \beta$
 - Then ω is a (possibly empty) string of terminals
- Why? Because $\alpha X \omega \rightarrow \alpha \beta \omega$ is a step in a right-most derivation

Notation

- Idea: Split string into two substrings
 - Right sub-string is as yet unexamined by parsing
 - Left sub-string has terminals and nonterminals
- The dividing point is marked by a
 - is not a part of the string
- Initially, all input is unexamined $x_1 x_2 ... x_n$

Shift-Reduce Parsing

- Bottom-up parsing uses only two kinds of actions:
 - Shift: Move one place to the right
 - Shift a terminal to the left string

$$ABC \mid xyz \Rightarrow ABCx \mid yz$$

- Reduce: Apply an inverse production at the right end of the left string
 - If $A \rightarrow xy$ is a production, then reduce

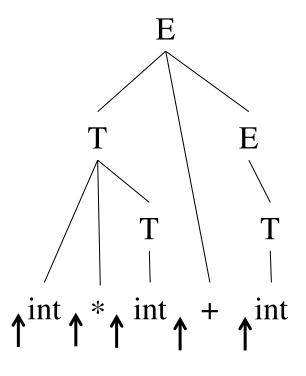
$$Cbxy \mid ijk \Rightarrow CbA \mid ijk$$

Shift-Reduce Parsing

```
int * int + int
                           Shift
int | * int + int
                           Shift
int * | int + int
                           Shift
int * int | + int
                           Reduce T \rightarrow int
int * T | + int
                           Reduce T \rightarrow int * T
T + int
                           Shift
T + | int
                           Shift
T + int
                           Reduce T \rightarrow int
T + T
                           Reduce E \rightarrow T
T + E
                           Reduce E \rightarrow T + E
Е
```

Shift-Reduce Parsing

```
int * int + int
int | * int + int
int * | int + int
int * int | + int
int * T | + int
T + int
T + int
T + int
T + T
T + E
Е
```



Stack

- Left string can be implemented by a stack
 - Top of the stack is the
- Shift pushes a terminal on the stack
- Reduce
 - Pops o or more symbols off of the stack (production rhs)
 - Pushes a non-terminal on the stack (production lhs)

Conflicts

- In a given state, more than one action (shift/ reduce) may lead to different valid parse
- If it is legal to shift or reduce, there is a shiftreduce conflicts
 - Can be fixed (precedence and associativity declaration)
- If it is legal to reduce by two different productions there is a reduce-reduce conflicts
 - There is ambiguity in the grammar

When to shift/reduce?

 $E \rightarrow T + E$ $E \rightarrow T$ $T \rightarrow int$ $T \rightarrow int * T$ $T \rightarrow (E)$

- Consider step int | * int + int
 - We should shift, int * int +int
 - We could reduce by T →int giving T *int +int
 - It causes fatal error:
 - No way to reduce to the start symbol E
 - Reduce is possible, but it is not a valid action

Handles

- Intuition: we want to reduce only if the result can still be reduced to the start symbol
- Assume a rightmost derivation

$$-S \rightarrow *\alpha X \omega \rightarrow \alpha \beta \omega$$
reduction

- Then $\alpha\beta$ is a handle of $\alpha\beta\omega$
 - It says: it is OK to reduce β to X

Handles

- Handles formalize the intuition
 - A handle is a reduction that also allows further reductions back to the start symbol
- We only want to reduce at handles

 Important Fact: Handles just appear on top of the stack, never inside

Recognizing Handles

- Bottom-up parsing algorithms are based on recognizing handles
- No efficient algorithms to recognize handles
- There are good heuristics for guessing handles
- On some CFGs, the heuristics always work correctly

Bottom-up Parsing Algorithms

- LR(k) parsing:
 - L: scan input Left-to-right
 - R: produce Rightmost derivation
 - k: tokens of lookahead (in practice k=1)
- LR(o): zero tokens of lookahead
- SLR: Simple LR, similar to LR(o), but uses
 Follow sets
- LALR(k)

Bottom-up Parsing Algorithms

