

LR Parsing

LALR Parsing Tables

1. **LALR** stands for **Lookahead LR**.
1. LALR parsers are often used in practice because LALR parsing tables are smaller than LR(1) parsing tables.
1. The number of states in SLR and LALR parsing tables for a grammar G are equal.
1. But LALR parsers recognize more grammars than SLR parsers.
1. *yacc* creates a LALR parser for the given grammar.
1. A state of LALR parser will be again a set of LR(1) items.

Creating LALR Parsing Tables

Canonical LR(1) Parser \rightarrow LALR Parser
shrink # of states

- This shrink process may introduce a **reduce/reduce** conflict in the resulting LALR parser (so the grammar is NOT LALR)
- But, this shrink process does not produce a **shift/reduce** conflict.

The Core of A Set of LR(1) Items

- The core of a set of LR(1) items is the set of its first component.

Ex: $S \rightarrow L \bullet = R, \$$ \rightarrow $S \rightarrow L \bullet = R$ **Core** \leftarrow
 $R \rightarrow L \bullet, \$$ $R \rightarrow L \bullet$

- We will find the states (sets of LR(1) items) in a canonical LR(1) parser with same cores. Then we will merge them as a single state.

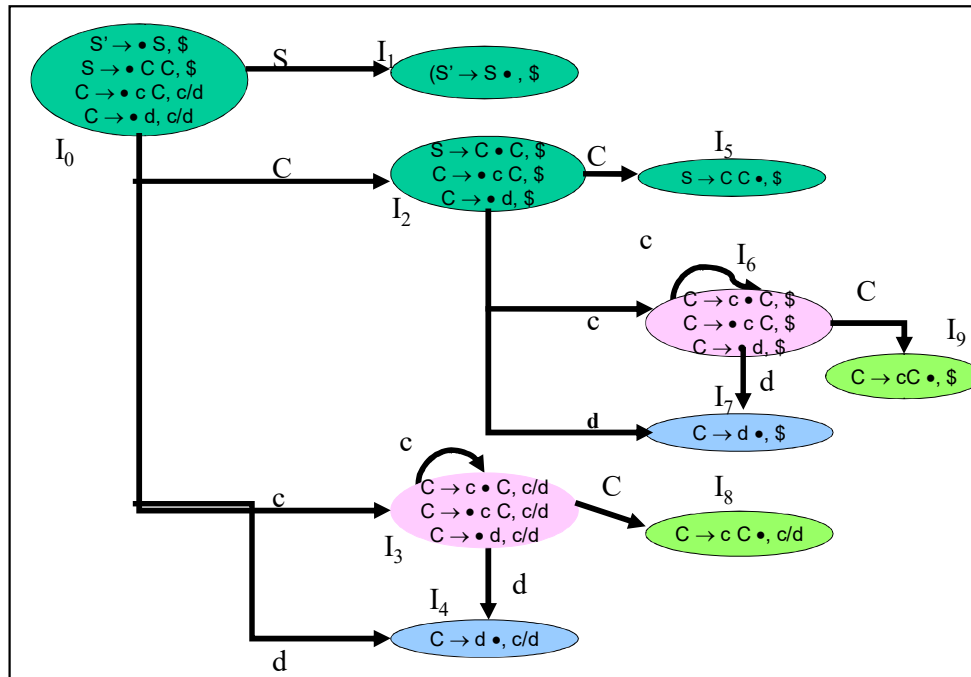
$I_1: L \rightarrow id \bullet, =$ A new state: $I_{12}: L \rightarrow id \bullet, =$
 \rightarrow $L \rightarrow id \bullet, \$$

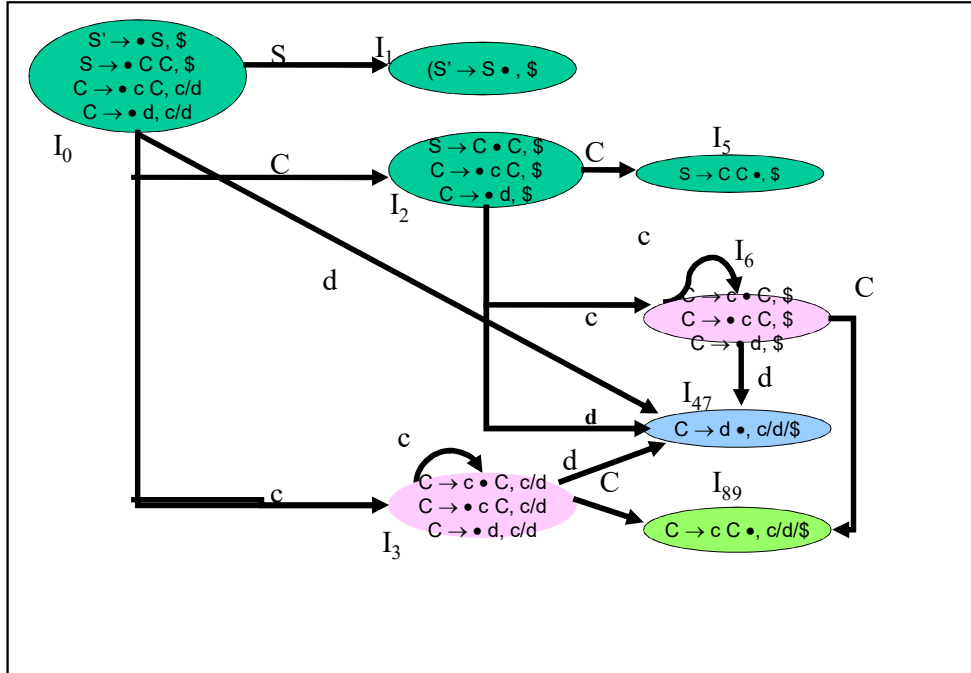
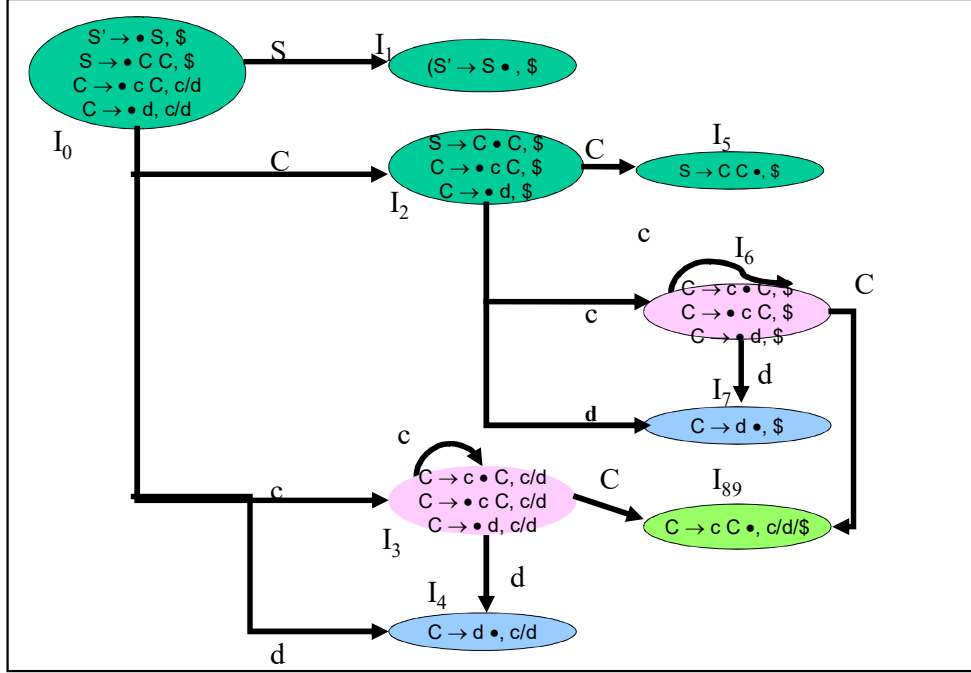
$I_2: L \rightarrow id \bullet, \$$ have same core, merge them

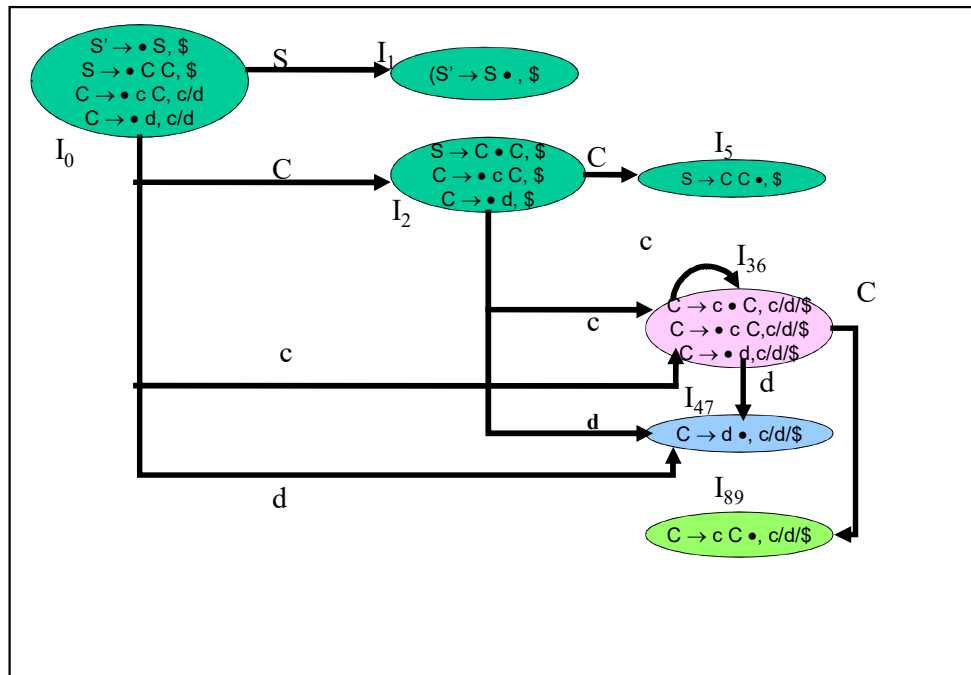
- We will do this for all states of a canonical LR(1) parser to get the states of the LALR parser.
- In fact, the number of the states of the LALR parser for a grammar will be equal to the number of states of the SLR parser for that grammar.

Creation of LALR Parsing Tables

1. Create the canonical LR(1) collection of the sets of LR(1) items for the given grammar.
2. For each core present; find all sets having that same core; replace those sets having same cores with a single set which is their union.
 $C = \{I_0, \dots, I_n\} \Rightarrow C' = \{J_1, \dots, J_m\}$ where $m \leq n$
3. Create the parsing tables (action and goto tables) same as the construction of the parsing tables of LR(1) parser.
 1. Note that: If $J = I_1 \cup \dots \cup I_k$ since I_1, \dots, I_k have same cores
 \Rightarrow cores of $\text{goto}(I_1, X), \dots, \text{goto}(I_k, X)$ must be same.
 1. So, $\text{goto}(J, X) = K$ where K is the union of all sets of items having same cores as $\text{goto}(I_1, X)$.
4. If no conflict is introduced, the grammar is LALR(1) grammar.
 (We may only introduce reduce/reduce conflicts; we cannot introduce a shift/reduce conflict)







LALR Parse Table

	c	d	\$	S	C
0	s36	s47		1	2
1			acc		
2	s36	s47			5
36	s36	s47			89
47	r3	r3	r3		
5			r1		
89	r2	r2	r2		

Shift/Reduce Conflict

- We say that we **cannot** introduce a shift/reduce conflict during the shrink process for the creation of the states of a LALR parser.
- Assume** that we can introduce a shift/reduce conflict. In this case, a state of LALR parser must have:
 $A \rightarrow \alpha \bullet, a$ and $B \rightarrow \beta \bullet a \gamma, b$
- This means that a state of the canonical LR(1) parser must have:
 $A \rightarrow \alpha \bullet, a$ and $B \rightarrow \beta \bullet a \gamma, c$
 But, this state has also a shift/reduce conflict. i.e. The original canonical LR(1) parser has a conflict.
 (Reason for this, the shift operation does not depend on lookaheads)

Reduce/Reduce Conflict

- But, we **may** introduce a reduce/reduce conflict during the shrink process for the creation of the states of a LALR parser.

$$\begin{array}{ll}
 I_1 : A \rightarrow \alpha \bullet, a & I_2 : A \rightarrow \alpha \bullet, b \\
 B \rightarrow \beta \bullet, b & B \rightarrow \beta \bullet, c \\
 \Downarrow & \\
 I_{12} : A \rightarrow \alpha \bullet, a/b \rightarrow \text{reduce/reduce conflict} \\
 B \rightarrow \beta \bullet, b/c
 \end{array}$$