

Bottom Up Parsing

Bottom-Up Parsing

- LR methods (Left-to-right, Rightmost derivation)
 - SLR, Canonical LR, LALR
- Other special cases:
 - Shift-reduce parsing
 - Operator-precedence parsing

Operations:

Shift, Reduce, Error, Accept

$S \rightarrow a A B e$

$A \rightarrow A b c$

$A \rightarrow b$

$B \rightarrow d$

LL(1) parse

LtoR scan

LM derivation

LR

RM derivation

Sentential

form

S

reduce

$a A B e$

reduce, shift

$a A d$

reduce, shift

$a A b c$

shift, shift

$a A b c d e$

reduce

$a b b c d e$

$a A A c d e$

$a A A c B e$

Shift- PUSH(char from String)

Reduce - POP (TOP/TOPs) replace with NT

Shift-Reduce Parsing

Grammar:

$S \rightarrow a A B e$

$A \rightarrow A b c \mid b$

$B \rightarrow d$

Reducing a sentence:

$a \underline{b} b c d e$

$a \underline{A b c} d e$

$a \underline{A d} e$

$a \underline{A B e} .$

S

These match
production's
right-hand sides

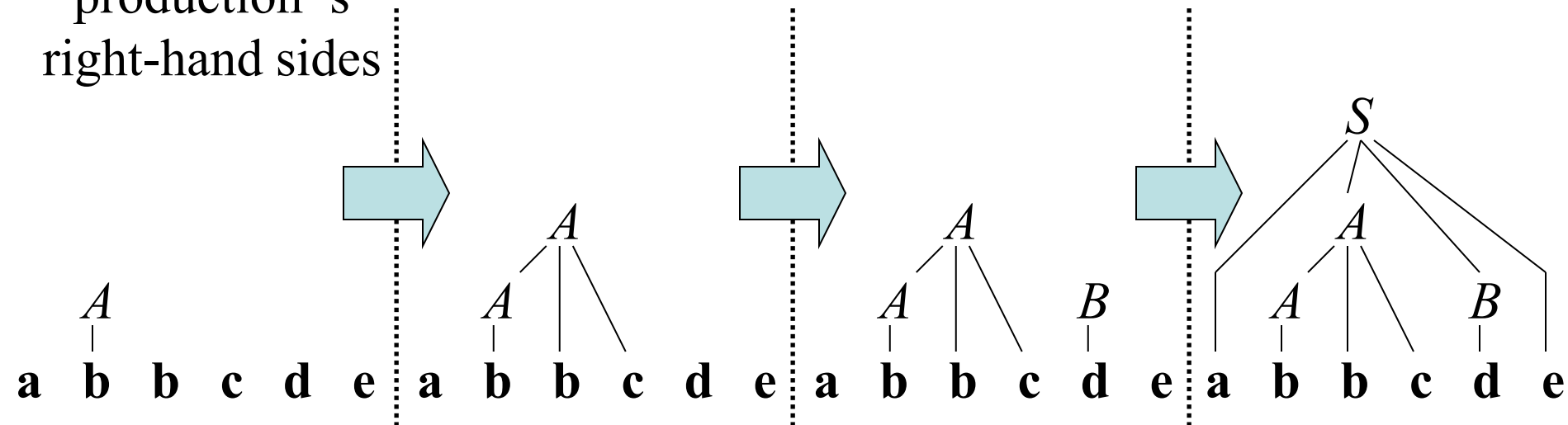
Shift-reduce corresponds
to a rightmost derivation:

$S \Rightarrow_{rm} a A B e$

$\Rightarrow_{rm} a A d e$

$\Rightarrow_{rm} a A b c d e$

$\Rightarrow_{rm} a b b c d e$



Handles

A *handle* is a substring of grammar symbols in a *right-sentential form* that matches a right-hand side of a production

Grammar:

$S \rightarrow a A B e$

$A \rightarrow A b c \mid b$

$B \rightarrow d$

$a \underline{b} b c d e$
 $a A \underline{b c} d e$
 $a A \underline{d} e$
 $\underline{a A B e}$
 S

Handle

$a \underline{b} b c d e$

$a A \underline{b} c d e$

$a A A c d e$

... ?

NOT a handle, because
further reductions will fail
(result is not a sentential form)

Operator Precedence

$a \triangleright b$ a has higher precedence over b

$a \triangleleft b$ a has lower precedence over b

$a \doteq b$ a has equal precedence over b

Note:

- id has highest precedence
- \$ has lowest precedence
- Apply associativity in case of equal precedence

OP table

$E \rightarrow E + E \mid E * E \mid id$

lookahead

Stack[top]

	id	+	*	\$
id	Err	\triangleright	\triangleright	\triangleright
+	\triangleleft	\triangleright	\triangleleft	\triangleright
*	\triangleleft	\triangleright	\triangleright	\triangleright
\$	\triangleleft	\triangleleft	\triangleleft	Accept

$\$id + id * id\$$

$\$ \triangleleft id \triangleright + \triangleleft id \triangleright * \triangleleft id \triangleright \$$

Basic Process

- Scan input string from left to right until \triangleright
- Now scan backward from \triangleright until \triangleleft
- String between $\triangleleft \dots \triangleright$ is handle
- Reduce handle with head of the production
- Repeat until reaching start symbol

OP Algo

```

init STACK[top] to $
While do
  Let  $U$  be the stack[top]
  Let  $V$  be the next input symbol (lookahead)
  if  $U=V=\$$  then return ACCEPT
  if  $U<V$  or  $U\neq V$                                       $M[U][V]==2$ 
    shift  $V$  onto STACK    //SHIFT
    advance input pointer(advance the lookahead)
  else if  $U>V$                                               $M[U][V]==3$ 
    do //REDUCE
      POP top of the stack, call it temp
      stop loop when  $M[\text{stack}[\text{top}]][\text{temp}]==2$ 
  else
    error
end

```

STACK	INPUT	ACTION
\$	id + id * id \$	<
\$ id	+ id * id \$	>
\$	+ id * id \$	<
\$ +	id * id \$	<
\$ + id	* id \$	>
\$ +	* id \$	<
\$ + *	id \$	<
\$ + * id	\$	>
\$ + *	\$	>
\$ +	\$	>
\$	\$	accept

	id	+	*	\$
id	0	>	>	>
+	<	>	<	>
*	<	>	>	>
\$	<	<	<	1

$M[\text{stack}[\text{top}]][\text{V}]$

< | = Shift

> Reduce

id id + id \$ ERR

ERR-0

Shift-2

Accept-1

Reduce-3

Precedence Relationship

- Need Two lists Firstop⁺ and Lastop⁺
- Firstop⁺: List of all terminals which can appear **first** in any body of production
- Lastop⁺: List of all terminals which can appear **last** in any body of production

Precedence Relationship

$X \rightarrow a \dots | Bc \dots | a|A$ put a, B, c, A in $\text{Firstop}(X)$

$Y \rightarrow \dots u | \dots vW | u|P$ put u, v, W, P $\text{Lastop}(Y)$

Compute Firstop^+ and Lastop^+

- Replace each Non Terminal with its Firstop for Firstop^+
- Same for Lastop^+
- Drop all non terminals

Example

$$S \rightarrow (L) | a$$

$$L \rightarrow L, S | S$$

$$\text{Firstop}(S) = \{ (\ a \} \quad \text{Lastop}(S) = \{) \ a \}$$

$$\text{Firstop}(L) = \{ L \ , \ S \} \quad \text{Lastop}(L) = \{ , \ S \}$$

$$\text{Firstop}^+(S) = \{ (\ a \} \quad \text{Lastop}^+(S) = \{) \ a \}$$

$$\text{Firstop}^+(L) = \{ , \ (\ a \} \quad \text{Lastop}^+(L) = \{ , \) \ a \}$$

$$E \rightarrow E + T \mid T$$

$$T \rightarrow T * F \mid F$$

$$F \rightarrow (E) \mid \text{id}$$

$$\text{Firstop}(E) = \{E + T\}$$

$$\text{Lastop}(E) = \{+ T\}$$

$$\text{Firstop}(T) = \{T * F\}$$

$$\text{Lastop}(T) = \{* F\}$$

$$\text{Firstop}(F) = \{(\text{id}\}$$

$$\text{Lastop}(F) = \{) \text{id}\}$$

$$\text{Firstop}^+(E) = \{+ * (\text{id}\}$$

$$\text{Lastop}^+(E) = \{+ *) \text{id}\}$$

$$\text{Firstop}^+(T) = \{* (\text{id}\}$$

$$\text{Lastop}^+(T) = \{*) \text{id}\}$$

$$\text{Firstop}^+(F) = \{(\text{id}\}$$

$$\text{Lastop}^+(F) = \{) \text{id}\}$$

Precedence Matrix

- Terminal **a** immediately precedes B in any production, put $\mathbf{a} \triangleleft \alpha$ where α is any terminal in $\text{Firstop}^+(B)$

$$A \rightarrow \mathbf{a}B\ldots \quad \text{then } \mathbf{a} \triangleleft \text{Firstop}^+(B)$$

- Terminal **b** immediately follows C in any production, put $\beta \triangleright \mathbf{b}$ where β is any terminal in $\text{Lastop}^+(C)$

$$A \rightarrow \ldots C\mathbf{b}\ldots \quad \text{then } \text{Lastop}^+(C) \triangleright \mathbf{b}$$

- for \mathbf{aBc} or \mathbf{ac} occurs in any production then $\mathbf{a} \triangleleft \mathbf{c}$
- $\$ \triangleleft \text{Firstop}^+$ lists
- $\text{Lastop}^+ \triangleright \$$

$\text{Firstop}+(E) = \{+, *, \text{id}, (\}$

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

$\text{Firstop}+(F) = \{\text{id}, (\}$

$\text{Lastop}+(E) = \{+, *, \text{id},)\}$

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

$\text{Lastop}+(F) = \{\text{id},)\}$

$E \rightarrow E+T \mid T$

$T \rightarrow T*F \mid F$

$F \rightarrow (E) \mid \text{id}$

	id	+	*	()	\$
id		>	>		>	>
+	<	>	<	<	>	>
*	<	>	>	<	>	>
(<	<	<	<	<	
)		>	>		>	>
\$	<	<	<	<		Acc

Example

$$S \rightarrow (L) | a$$

$$L \rightarrow L, S | S$$

$$\text{Firstop}^+(S) = \{ (\ a \} \quad \text{Lastop}^+(S) = \{) \ a \}$$

$$\text{Firstop}^+(L) = \{ , \ (\ a \} \quad \text{Lastop}^+(L) = \{ , \) \ a \}$$

$$(a, ((a, a), (a, a)))$$

Stack Implementation of Shift-Reduce Parsing

Grammar:

$E \rightarrow E + E$

$E \rightarrow E * E$

$E \rightarrow (E)$

$E \rightarrow \text{id}$

Found handles
to reduce

Stack	Input	Action
\$	id+id*id\$	shift
\$ <u>id</u>	+id*id\$	reduce $E \rightarrow \text{id}$
\$E	+id*id\$	shift
\$E+	id*id\$	shift
\$E+ <u>id</u>	*id\$	reduce $E \rightarrow \text{id}$
\$E+E	*id\$	shift (or reduce?)
\$E+E*	id\$	shift
\$E+E* <u>id</u>	\$	reduce $E \rightarrow \text{id}$
\$E+E* <u>E</u>	\$	reduce $E \rightarrow E * E$
\$E+ <u>E</u>	\$	reduce $E \rightarrow E + E$
\$E	\$	accept

How to
resolve
conflicts?

Conflicts

- *Shift-reduce* and *reduce-reduce* conflicts are caused by
 - The limitations of the LR parsing method (even when the grammar is unambiguous)
 - Ambiguity of the grammar

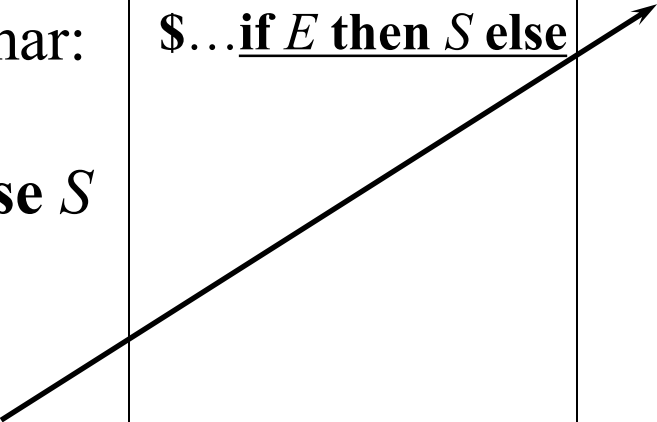
Shift-Reduce Parsing:

Shift-Reduce Conflicts

Ambiguous grammar:
 $S \rightarrow \text{if } E \text{ then } S$
 | $\text{if } E \text{ then } S \text{ else } S$
 | other

Resolve in favor
 of shift, so **else**
 matches closest **if**

Stack	Input	Action
\$...	...\$...
\$... <u>if E then S</u>	else ...\$	shift or reduce?
\$... <u>if E then S else</u>		



Shift-Reduce Parsing: Reduce-Reduce Conflicts

Grammar:

$C \rightarrow A B$

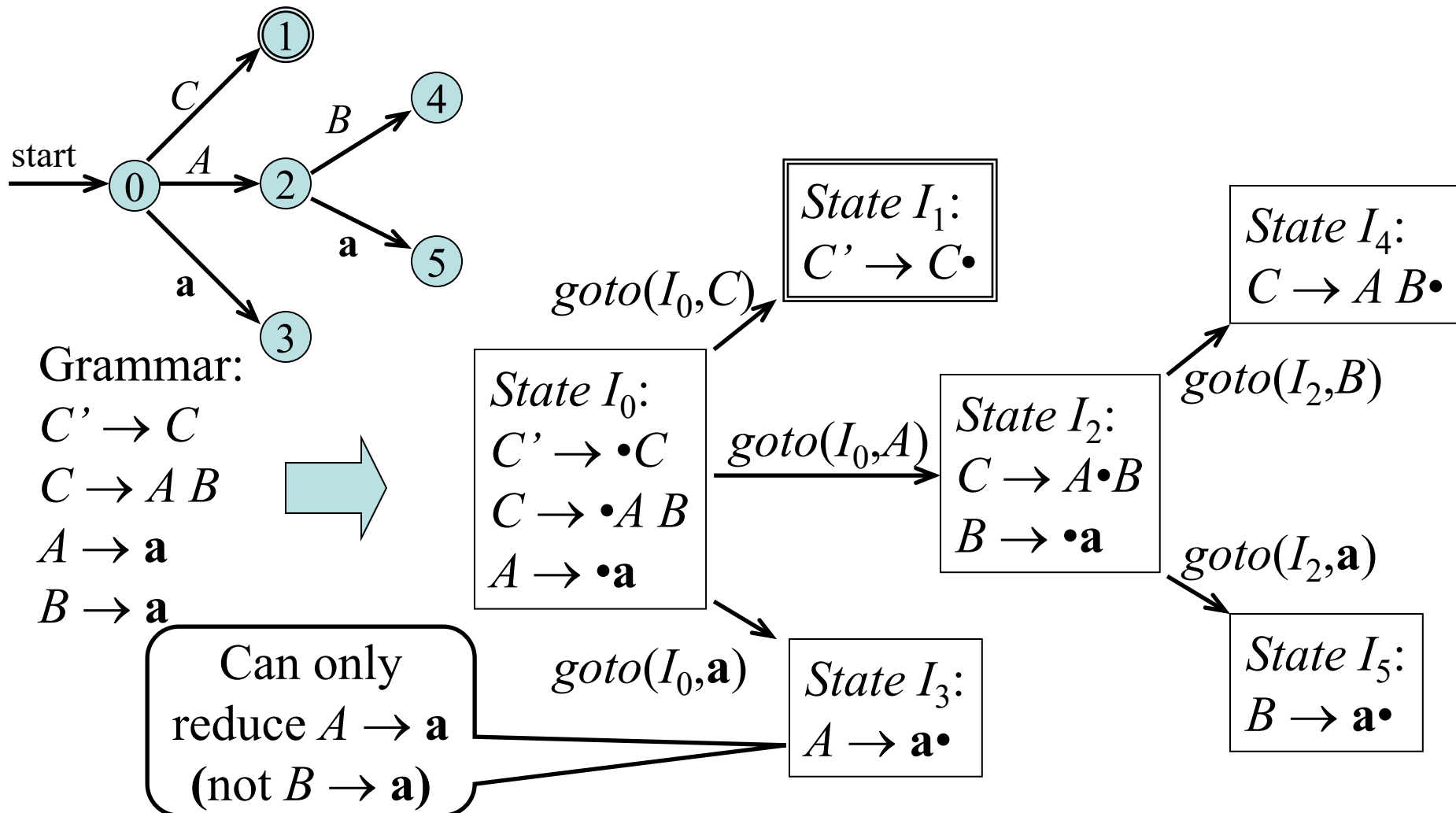
$A \rightarrow \mathbf{a}$

$B \rightarrow \mathbf{a}$

Resolve in favor
of reducing $A \rightarrow \mathbf{a}$,
otherwise we're stuck!

Stack	Input	Action
\$	aa\$	shift
\$ <u>a</u>	a\$	reduce $A \rightarrow \mathbf{a}$ <u>or</u> $B \rightarrow \mathbf{a}$?

LR(k) Parsers: Use a DFA for Shift/Reduce Decisions

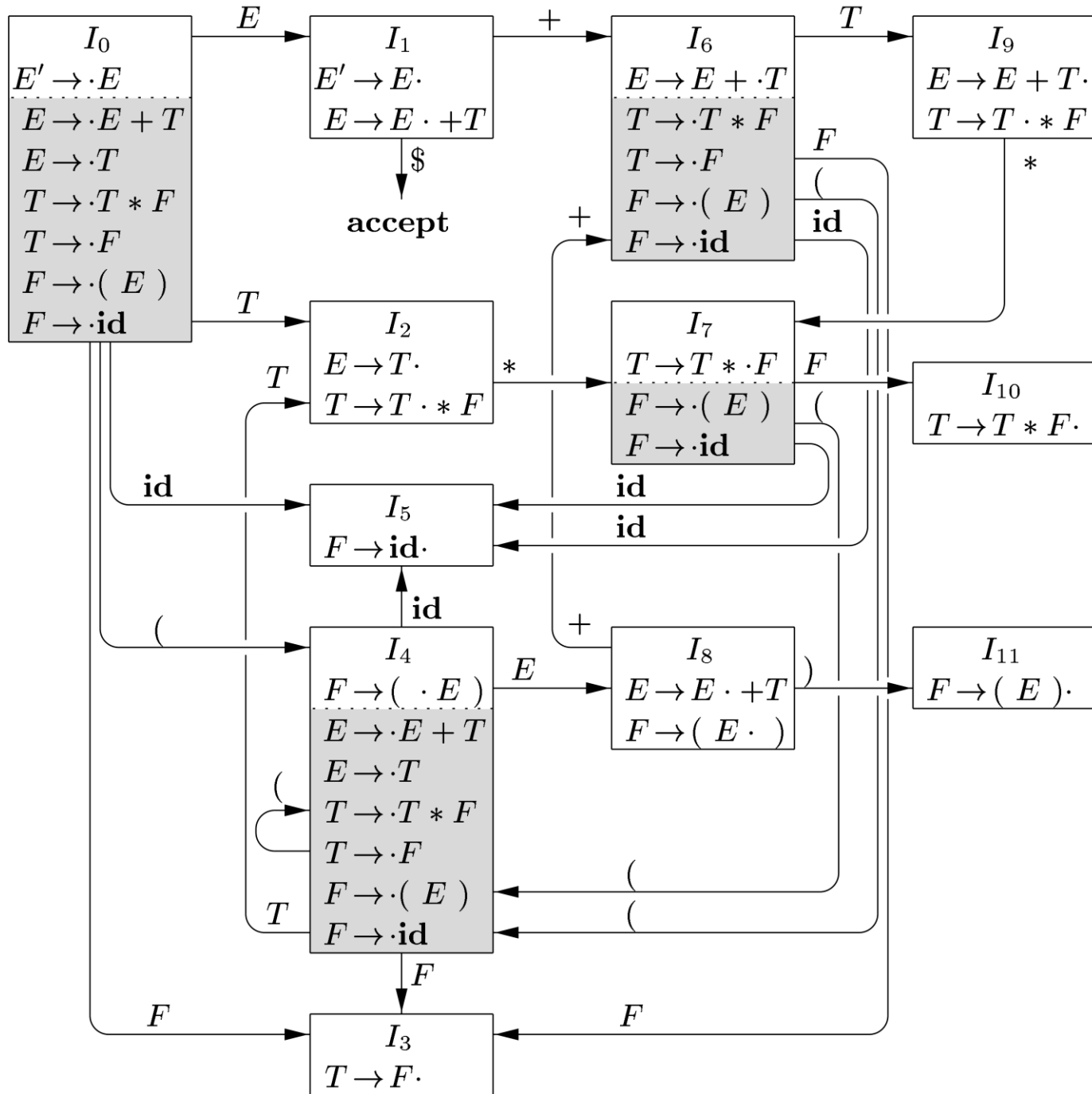


$$E' \rightarrow E$$

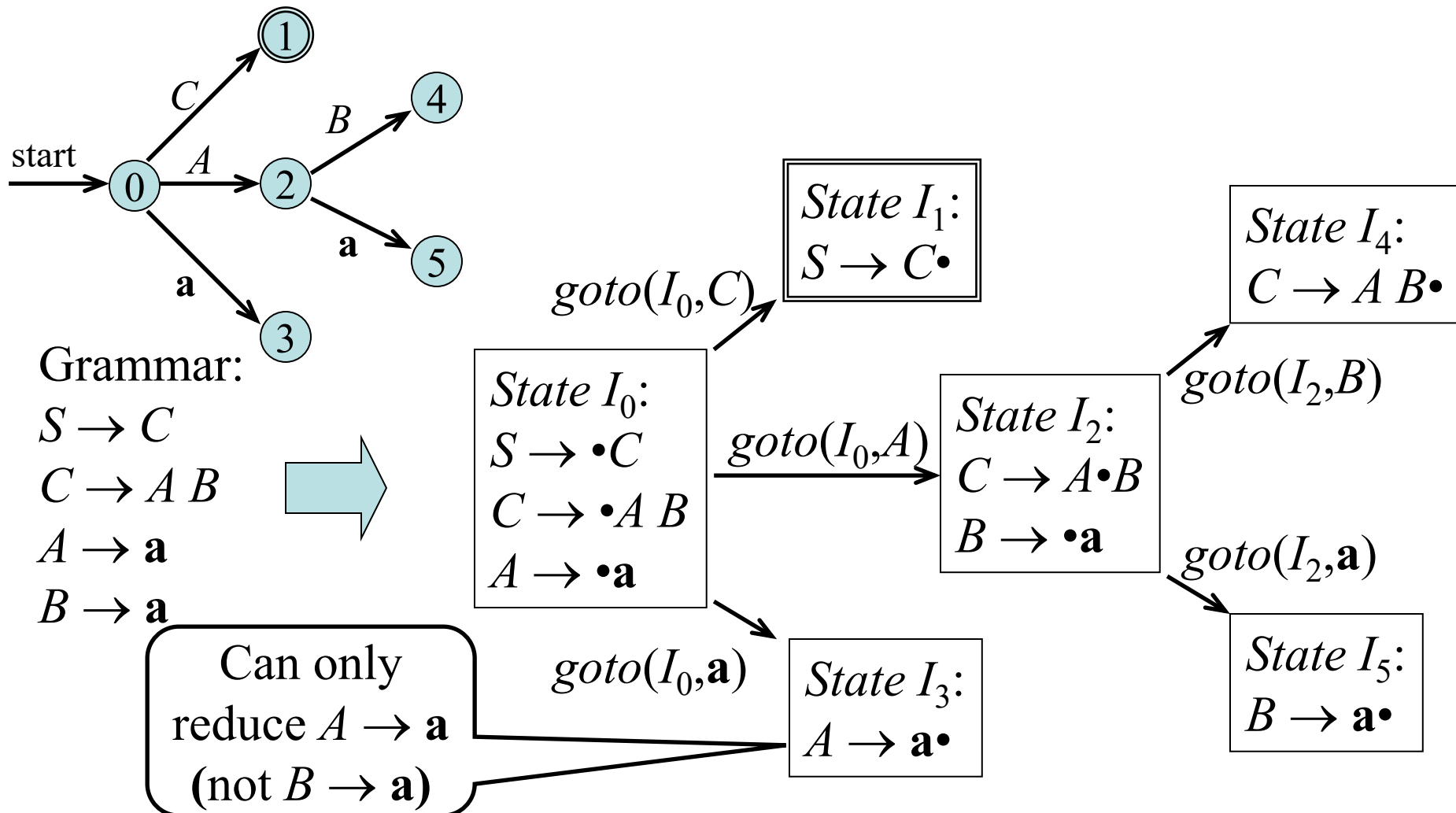
$$E \rightarrow E + T \mid T$$

$$T \rightarrow T * F \mid F$$

$$F \rightarrow (E) \mid \text{id}$$



LR(k) Parsers: Use a DFA for Shift/Reduce Decisions



DFA for Shift/Reduce Decisions

The states of the DFA are used to determine if a handle is on top of the stack

Grammar:

1 $S \rightarrow C$

2 $C \rightarrow A B$

3 $A \rightarrow \mathbf{a}$

4 $B \rightarrow \mathbf{a}$

State I_0 :

$S \rightarrow \bullet C$

$C \rightarrow \bullet A B$

$A \rightarrow \bullet \mathbf{a}$

$\text{goto}(I_0, \mathbf{a})$

State I_3 :

$A \rightarrow \mathbf{a} \bullet$

Stack	Input	Action
\$ 0	aa \$	start in state 0
\$ <u>0</u>	aa \$	shift (and goto state 3)
\$ 0 a 3	a \$	reduce $A \rightarrow \mathbf{a}$ (goto 2)
\$ 0 A 2	a \$	shift (goto 5)
\$ 0 A 2 a 5	\$	reduce $B \rightarrow \mathbf{a}$ (goto 4)
\$ 0 A 2 B 4	\$	reduce $C \rightarrow AB$ (goto 1)
\$ 0 C 1	\$	accept ($S \rightarrow C$)

DFA for Shift/Reduce Decisions

The states of the DFA are used to determine if a handle is on top of the stack

Grammar:

$S \rightarrow C$

$C \rightarrow A B$

$A \rightarrow \mathbf{a}$

$B \rightarrow \mathbf{a}$

State I_0 :

$S \rightarrow \bullet C$

$C \rightarrow \bullet A B$

$A \rightarrow \bullet \mathbf{a}$

$\text{goto}(I_0, A)$

State I_2 :

$C \rightarrow A \bullet B$

$B \rightarrow \bullet \mathbf{a}$

Stack	Input	Action
\$ 0	aa \$	start in state 0
\$ 0	aa \$	shift (and goto state 3)
\$ <u>0</u> <u>a</u> 3	a \$	reduce $A \rightarrow \mathbf{a}$ (goto 2)
\$ 0 A 2	a \$	shift (goto 5)
\$ 0 A 2 a 5	\$	reduce $B \rightarrow \mathbf{a}$ (goto 4)
\$ 0 A 2 B 4	\$	reduce $C \rightarrow AB$ (goto 1)
\$ 0 C 1	\$	accept ($S \rightarrow C$)

DFA for Shift/Reduce Decisions

The states of the DFA are used to determine if a handle is on top of the stack

Grammar:

$S \rightarrow C$

$C \rightarrow A B$

$A \rightarrow a$

$B \rightarrow a$

Stack	Input	Action
\$ 0	aa \$	start in state 0
\$ 0	aa \$	shift (and goto state 3)
\$ 0 a 3	a \$	reduce $A \rightarrow a$ (goto 2)
\$ 0 A <u>2</u>	a \$	shift (goto 5)
\$ 0 A 2 a 5	\$	reduce $B \rightarrow a$ (goto 4)
\$ 0 A 2 B 4	\$	reduce $C \rightarrow AB$ (goto 1)
\$ 0 C 1	\$	accept ($S \rightarrow C$)

State I_2 :

$C \rightarrow A \bullet B$

$B \rightarrow \bullet a$

$\text{goto}(I_2, a)$

State I_5 :

$B \rightarrow a \bullet$

DFA for Shift/Reduce Decisions

The states of the DFA are used to determine if a handle is on top of the stack

Grammar:

$S \rightarrow C$

$C \rightarrow A B$

$A \rightarrow a$

$B \rightarrow a$

Stack	Input	Action
\$ 0	aa \$	start in state 0
\$ 0	aa \$	shift (and goto state 3)
\$ 0 a 3	a \$	reduce $A \rightarrow a$ (goto 2)
\$ 0 A 2	a \$	shift (goto 5)
\$ 0 A <u>2</u> a 5	\$	reduce $B \rightarrow a$ (goto 4)
\$ 0 A 2 B 4	\$	reduce $C \rightarrow AB$ (goto 1)
\$ 0 C 1	\$	accept ($S \rightarrow C$)

State I_2 :

$C \rightarrow A \bullet B$

$B \rightarrow \bullet a$

$\text{goto}(I_2, B)$

State I_4 :

$C \rightarrow A B \bullet$

DFA for Shift/Reduce Decisions

The states of the DFA are used to determine if a handle is on top of the stack

Grammar:

$S \rightarrow C$

$C \rightarrow A B$

$A \rightarrow \mathbf{a}$

$B \rightarrow \mathbf{a}$

State I_0 :

$S \rightarrow \bullet C$

$C \rightarrow \bullet A B$

$A \rightarrow \bullet \mathbf{a}$

$\text{goto}(I_0, C)$

State I_1 :

$S \rightarrow C \bullet$

Stack	Input	Action
\$ 0	aa \$	start in state 0
\$ 0	aa \$	shift (and goto state 3)
\$ 0 a 3	a \$	reduce $A \rightarrow \mathbf{a}$ (goto 2)
\$ 0 A 2	a \$	shift (goto 5)
\$ 0 A 2 a 5	\$	reduce $B \rightarrow \mathbf{a}$ (goto 4)
\$ 0 <u>A</u> 2 <u>B</u> 4	\$	reduce $C \rightarrow AB$ (goto 1)
\$ 0 C 1	\$	accept ($S \rightarrow C$)

DFA for Shift/Reduce Decisions

The states of the DFA are used to determine if a handle is on top of the stack

Grammar:

$S \rightarrow C$

$C \rightarrow A B$

$A \rightarrow a$

$B \rightarrow a$

State I_0 :

$S \rightarrow \bullet C$

$C \rightarrow \bullet A B$

$A \rightarrow \bullet a$

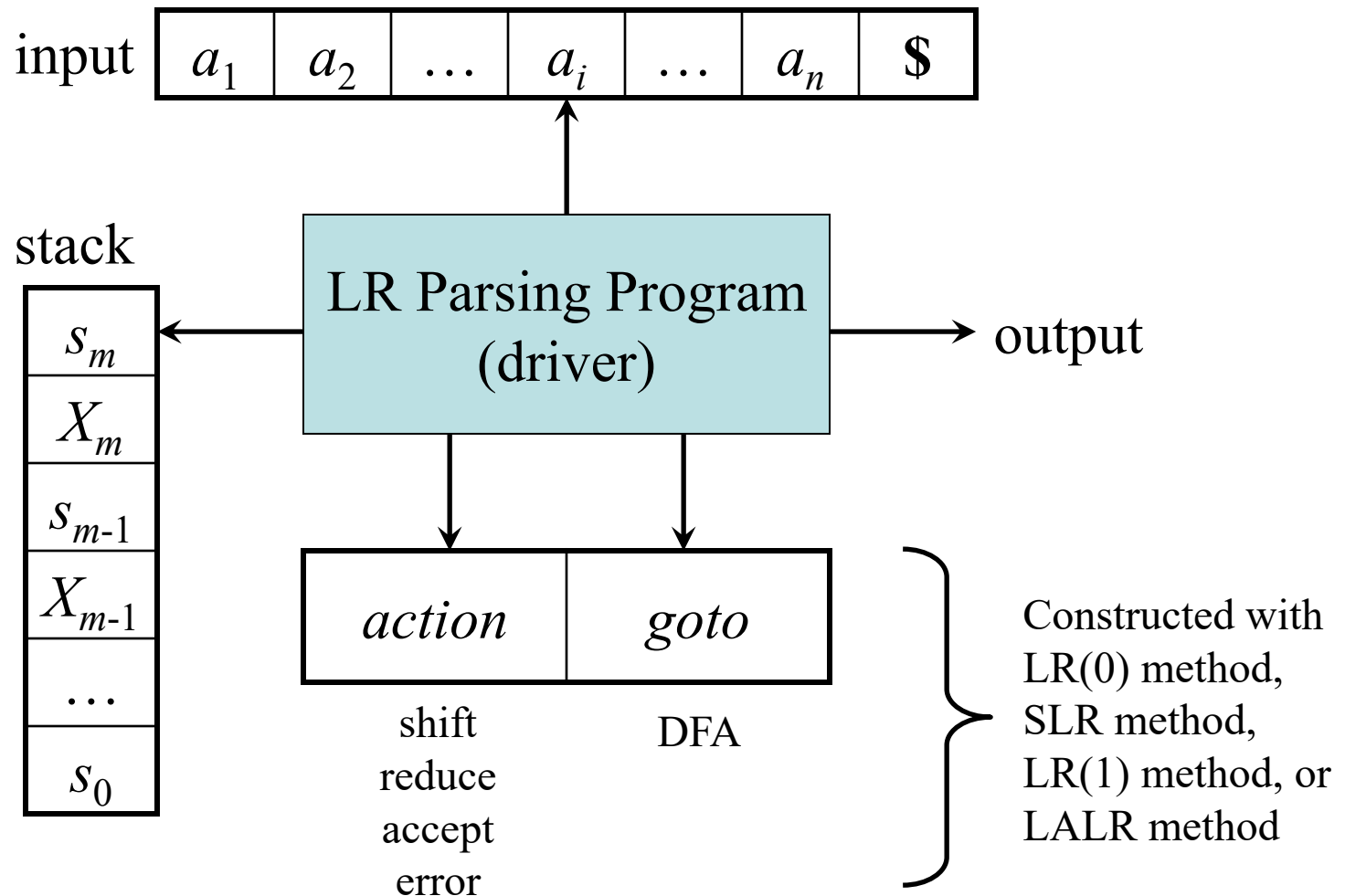
$\text{goto}(I_0, C)$

State I_1 :

$S \rightarrow C \bullet$

Stack	Input	Action
\$ 0	aa \$	start in state 0
\$ 0	aa \$	shift (and goto state 3)
\$ 0 a 3	a \$	reduce $A \rightarrow a$ (goto 2)
\$ 0 A 2	a \$	shift (goto 5)
\$ 0 A 2 a 5	\$	reduce $B \rightarrow a$ (goto 4)
\$ 0 A 2 B 4	\$	reduce $C \rightarrow AB$ (goto 1)
\$ 0 C 1	<u>\$</u>	accept ($S \rightarrow C$)

Model of an LR Parser



LR Parsing (Driver)

Configuration (= LR parser state):

$$\underbrace{(s_0 X_1 s_1 X_2 s_2 \dots X_m s_m)}_{stack}, \quad \underbrace{a_i a_{i+1} \dots a_n \$}_{input}$$

If $action[s_m, a_i] = \text{shift } s$ **then** push a_i , push s , and advance input:

$$(s_0 X_1 s_1 X_2 s_2 \dots X_m s_m a_i s, \quad a_{i+1} \dots a_n \$)$$

If $action[s_m, a_i] = \text{reduce } A \rightarrow \beta$ and $goto[s_{m-r}, A] = s$ with $r=|\beta|$ **then** pop $2r$ symbols, push A , and push s :

$$(s_0 X_1 s_1 X_2 s_2 \dots X_{m-r} s_{m-r} A s, \quad a_i a_{i+1} \dots a_n \$)$$

If $action[s_m, a_i] = \text{accept}$ **then** stop

If $action[s_m, a_i] = \text{error}$ **then** attempt recovery

Example LR(0) Parsing Table

State I_0 :
 $C' \rightarrow \bullet C$
 $C \rightarrow \bullet A B$
 $A \rightarrow \bullet a$

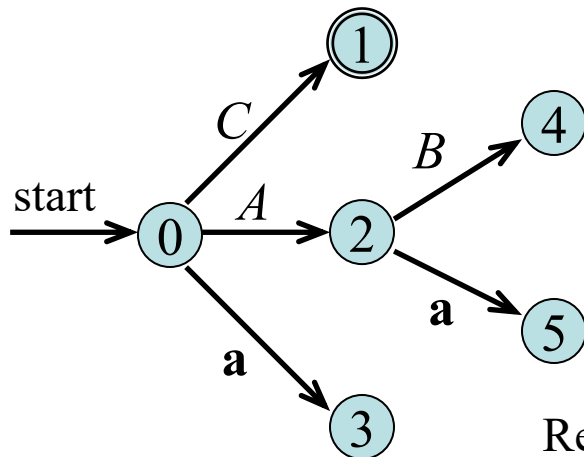
State I_1 :
 $C' \rightarrow C \bullet$

State I_2 :
 $C \rightarrow A \bullet B$
 $B \rightarrow \bullet a$

State I_3 :
 $A \rightarrow a \bullet$

State I_4 :
 $C \rightarrow A B \bullet$

State I_5 :
 $B \rightarrow a \bullet$

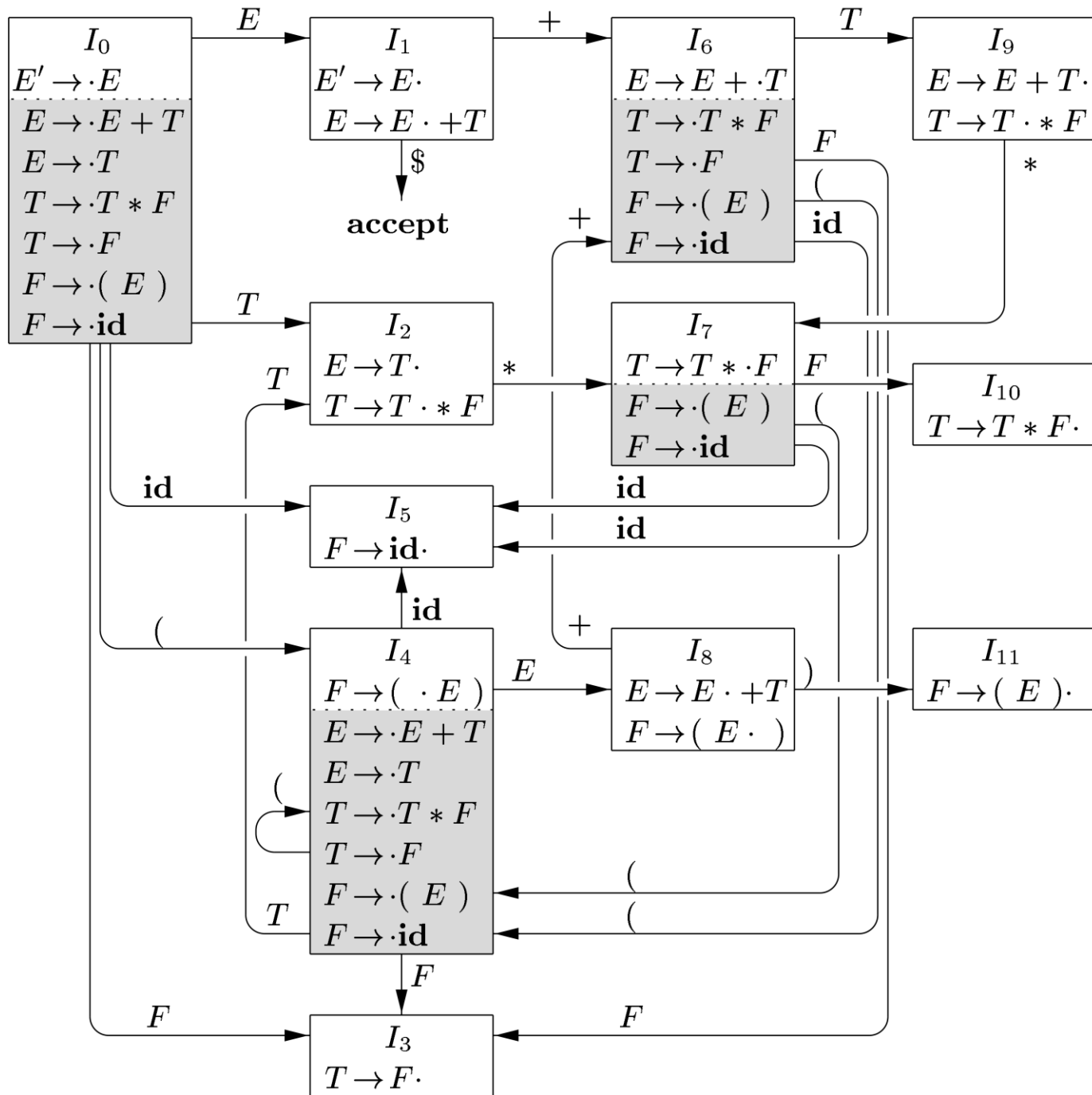


Shift & goto 3

Reduce by
production #2

state	action		goto		
	a	\$	C	A	B
0	s3		1	2	
1		acc			
2	s5				4
3	r3	r3			
4	r2	r2			
5	r4	r4			

Grammar:
 1. $C' \rightarrow C$
 2. $C \rightarrow A B$
 3. $A \rightarrow a$
 4. $B \rightarrow a$



Another Example LR Parse Table

Grammar:

1. $E \rightarrow E + T$

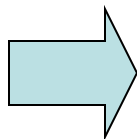
2. $E \rightarrow T$

3. $T \rightarrow T * F$

4. $T \rightarrow F$

5. $F \rightarrow (E)$

6. $F \rightarrow \text{id}$



Shift & goto 5

Reduce by
production #1

state	action						goto		
	id	+	*	()	\$	E	T	F
0	s5			s4			1	2	3
1		s6				acc			
2		r2	s7		r2	r2			
3		r4	r4		r4	r4			
4	s5			s4			8	2	3
5		r6	r6		r6	r6			
6	s5			s4				9	3
7	s5			s4					10
8		s6			s11				
9		r1	s7		r1	r1			
10		r3	r3		r3	r3			
11		r5	r5		r5	r5			

Example LR Shift-Reduce Parsing

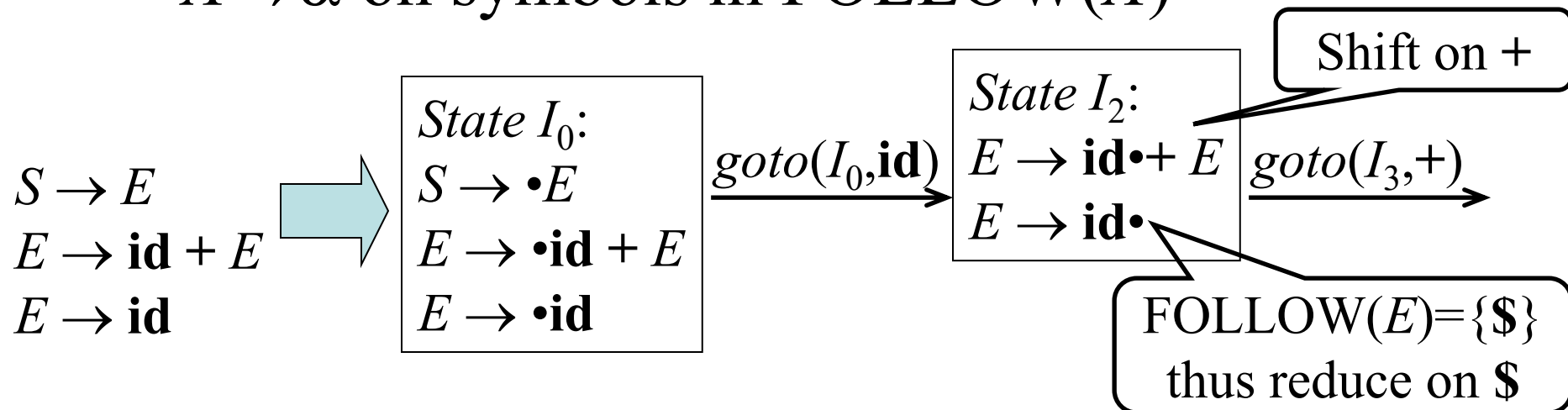
Grammar:

1. $E \rightarrow E + T$
2. $E \rightarrow T$
3. $T \rightarrow T * F$
4. $T \rightarrow F$
5. $F \rightarrow (E)$
6. $F \rightarrow \text{id}$

Stack	Input	Action
\$ 0	<u>id</u> *id+id\$	shift 5
\$ 0 id 5	<u>*</u> id+id\$	reduce 6 goto 3
\$ 0 F 3	<u>*</u> id+id\$	reduce 4 goto 2
\$ 0 T 2	<u>*</u> id+id\$	shift 7
\$ 0 T 2 * 7	<u>id</u> +id\$	shift 5
\$ 0 T 2 * 7 id 5	<u>+</u> id\$	reduce 6 goto 10
\$ 0 T 2 * 7 F 10	<u>+</u> id\$	reduce 3 goto 2
\$ 0 T 2	<u>+</u> id\$	reduce 2 goto 1
\$ 0 E 1	<u>+</u> id\$	shift 6
\$ 0 E 1 + 6	<u>id</u> \$	shift 5
\$ 0 E 1 + 6 id 5	<u>\$</u>	reduce 6 goto 3
\$ 0 E 1 + 6 F 3	<u>\$</u>	reduce 4 goto 9
\$ 0 E 1 + 6 T 9	<u>\$</u>	reduce 1 goto 1
\$ 0 E 1	<u>\$</u>	accept

SLR Grammars

- SLR (Simple LR): SLR is a simple extension of LR(0) shift-reduce parsing
- SLR eliminates some conflicts by populating the parsing table with reductions $A \rightarrow \alpha$ on symbols in $\text{FOLLOW}(A)$



SLR Parsing Table

- Reductions do not fill entire rows
- Otherwise the same as LR(0)

1. $S \rightarrow E$
2. $E \rightarrow \mathbf{id} + E$
3. $E \rightarrow \mathbf{id}$

	id	+	\$	E
0	s2			1
1			acc	
2		s3	r3	
3	s2			4
4			r2	

Shift on +

FOLLOW(E) = { $\$$ }
thus reduce on $\$$

SLR Parsing

- An LR(0) state is a set of LR(0) items
- An LR(0) item is a production with a • (dot) in the right-hand side
- Build the LR(0) DFA by
 - *Closure operation* to construct LR(0) items
 - *Goto operation* to determine transitions
- Construct the SLR parsing table from the DFA
- LR parser program uses the SLR parsing table to determine shift/reduce operations

Constructing SLR Parsing Tables

1. Augment the grammar with $S' \rightarrow S$
2. Construct the set $C = \{I_0, I_1, \dots, I_n\}$ of *LR(0) items*
3. If $[A \rightarrow \alpha \bullet a \beta] \in I_i$ and $\text{goto}(I_i, a) = I_j$ then set $\text{action}[i, a] = \text{shift } j$
4. If $[A \rightarrow \alpha \bullet] \in I_i$ then set $\text{action}[i, a] = \text{reduce } A \rightarrow \alpha$ for all $a \in \text{FOLLOW}(A)$ (apply only if $A \neq S'$)
5. If $[S' \rightarrow S \bullet]$ is in I_i then set $\text{action}[i, \$] = \text{accept}$
6. If $\text{goto}(I_i, A) = I_j$ then set $\text{goto}[i, A] = j$
7. Repeat 3-6 until no more entries added
8. The initial state i is the I_i holding item $[S' \rightarrow \bullet S]$

LR(0) Items of a Grammar

- An *LR(0) item* of a grammar G is a production of G with a \bullet at some position of the right-hand side

- Thus, a production

$$A \rightarrow X Y Z$$

has four items:

$$[A \rightarrow \bullet X Y Z]$$

$$[A \rightarrow X \bullet Y Z]$$

$$[A \rightarrow X Y \bullet Z]$$

$$[A \rightarrow X Y Z \bullet]$$

- Note that production $A \rightarrow \varepsilon$ has one item $[A \rightarrow \bullet]$

Constructing the set of LR(0) Items of a Grammar

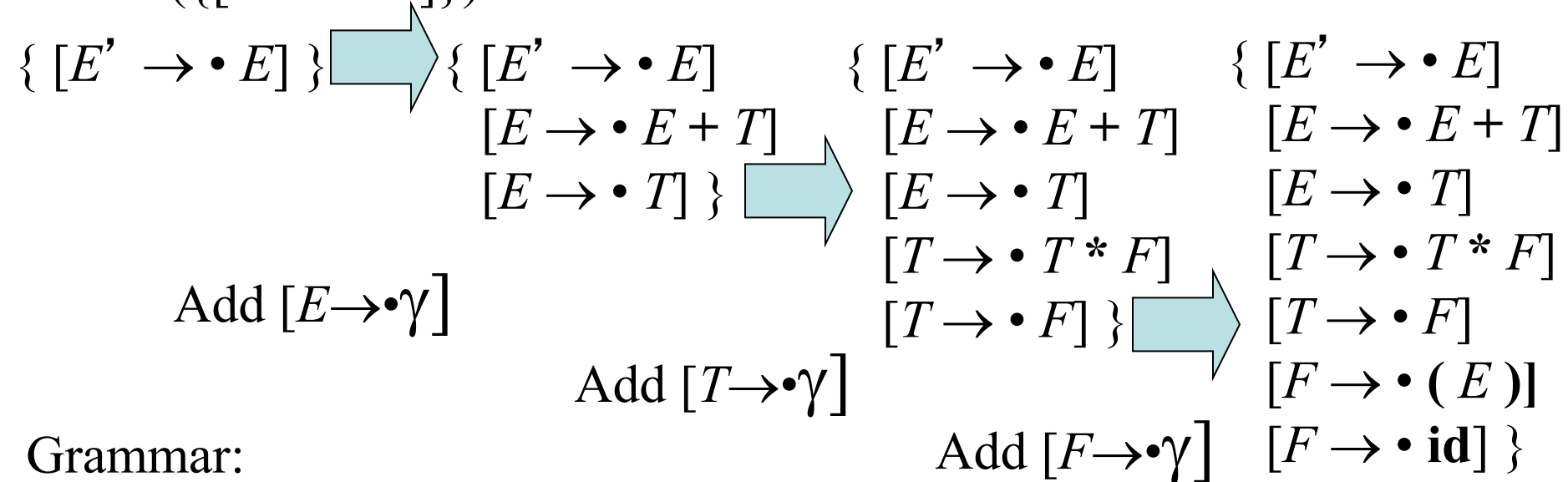
1. The grammar is augmented with a new start symbol S' and production $S' \rightarrow S$
2. Initially, set $C = \text{closure}(\{[S' \rightarrow \bullet S]\})$
(this is the start state of the DFA)
3. For each set of items $I \in C$ and each grammar symbol $X \in (N \cup T)$ such that $\text{goto}(I, X) \notin C$ and $\text{goto}(I, X) \neq \emptyset$, add the set of items $\text{goto}(I, X)$ to C
4. Repeat 3 until no more sets can be added to C

The Closure Operation for LR(0) Items

1. Start with $\text{closure}(I) = I$
2. If $[A \rightarrow \alpha \bullet B \beta] \in \text{closure}(I)$ then for each production $B \rightarrow \gamma$ in the grammar, add the item $[B \rightarrow \bullet \gamma]$ to I if not already in I
3. Repeat 2 until no new items can be added

The Closure Operation (Example)

$\text{closure}(\{[E' \rightarrow \bullet E]\}) =$



Grammar:

$E \rightarrow E + T \mid T$

$T \rightarrow T * F \mid F$

$F \rightarrow (E)$

$F \rightarrow \text{id}$

The Goto Operation for LR(0) Items

1. For each item $[A \rightarrow \alpha \bullet X \beta] \in I$, add the set of items $\text{closure}(\{[A \rightarrow \alpha X \bullet \beta]\})$ to $\text{goto}(I, X)$ if not already there
2. Repeat step 1 until no more items can be added to $\text{goto}(I, X)$
3. Intuitively, $\text{goto}(I, X)$ is the set of items that are valid for the viable prefix γX when I is the set of items that are valid for γ

The Goto Operation (Example 1)

Suppose $I = \{$

- $[E' \rightarrow \bullet E]$
- $[E \rightarrow \bullet E + T]$
- $[E \rightarrow \bullet T]$
- $[T \rightarrow \bullet T * F]$
- $[T \rightarrow \bullet F]$
- $[F \rightarrow \bullet (E)]$
- $[F \rightarrow \bullet \mathbf{id}] \}$

Then $goto(I, E)$

$$= closure(\{[E' \rightarrow E \bullet, E \rightarrow E \bullet + T]\})$$

$$= \{ [E' \rightarrow E \bullet]$$

$$[E \rightarrow E \bullet + T] \}$$

Grammar:

$$E \rightarrow E + T \mid T$$

$$T \rightarrow T * F \mid F$$

$$F \rightarrow (E)$$

$$F \rightarrow \mathbf{id}$$

The Goto Operation (Example 2)

Suppose $I = \{ [E' \rightarrow E \bullet], [E \rightarrow E \bullet + T] \}$

Then $goto(I, +) = closure(\{ [E \rightarrow E + \bullet T] \}) = \{$
 $[E \rightarrow E + \bullet T]$
 $[T \rightarrow \bullet T * F]$
 $[T \rightarrow \bullet F]$
 $[F \rightarrow \bullet (E)]$
 $[F \rightarrow \bullet \mathbf{id}] \}$

Grammar:

$$E \rightarrow E + T \mid T$$

$$T \rightarrow T * F \mid F$$

$$F \rightarrow (E)$$

$$F \rightarrow \mathbf{id}$$

Example Grammar and LR(0)

Items

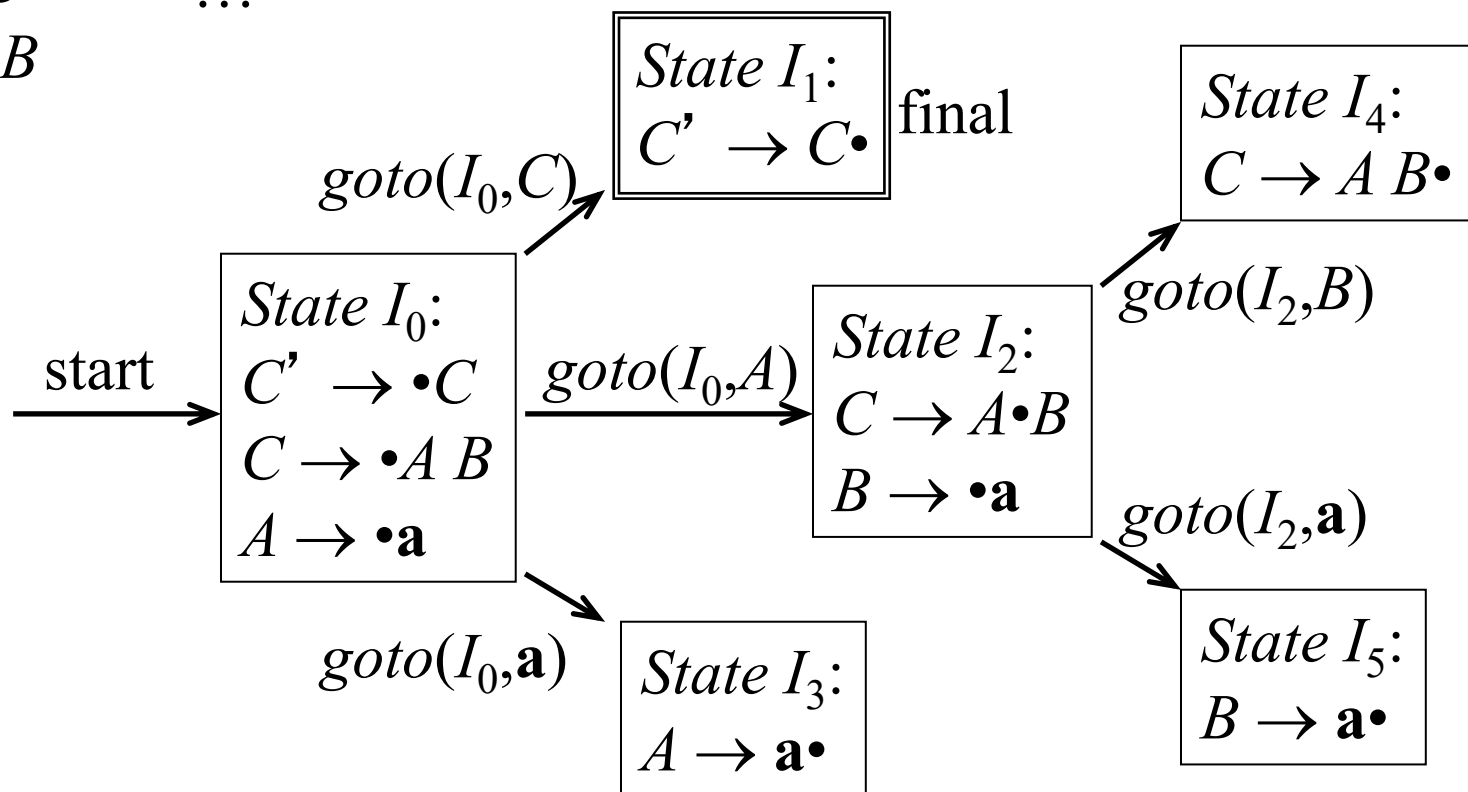
Augmented
grammar:

1. $C' \rightarrow C$
2. $C \rightarrow A B$
3. $A \rightarrow a$
4. $B \rightarrow a$

$$I_0 = \text{closure}(\{[C' \rightarrow \bullet C]\})$$

$$I_1 = \text{goto}(I_0, C) = \text{closure}(\{[C' \rightarrow C \bullet]\})$$

...



Constructing SLR Parsing Tables

1. Augment the grammar with $S' \rightarrow S$
2. Construct the set $C = \{I_0, I_1, \dots, I_n\}$ of *LR(0) items*
3. If $[A \rightarrow \alpha \bullet a \beta] \in I_i$ and $\text{goto}(I_i, a) = I_j$ then set $\text{action}[i, a] = \text{shift } j$
4. If $[A \rightarrow \alpha \bullet] \in I_i$ then set $\text{action}[i, a] = \text{reduce } A \rightarrow \alpha$ for all $a \in \text{FOLLOW}(A)$ (apply only if $A \neq S'$)
5. If $[S' \rightarrow S \bullet]$ is in I_i then set $\text{action}[i, \$] = \text{accept}$
6. If $\text{goto}(I_i, A) = I_j$ then set $\text{goto}[i, A] = j$
7. Repeat 3-6 until no more entries added
8. The initial state i is the I_i holding item $[S' \rightarrow \bullet S]$

Example SLR Parsing Table

State I_0 :

$$C' \rightarrow \bullet C$$

$$C \rightarrow \bullet A B$$

$$A \rightarrow \bullet a$$

State I_1 :

$$C' \rightarrow C \bullet$$

State I_2 :

$$C \rightarrow A \bullet B$$

$$B \rightarrow \bullet a$$

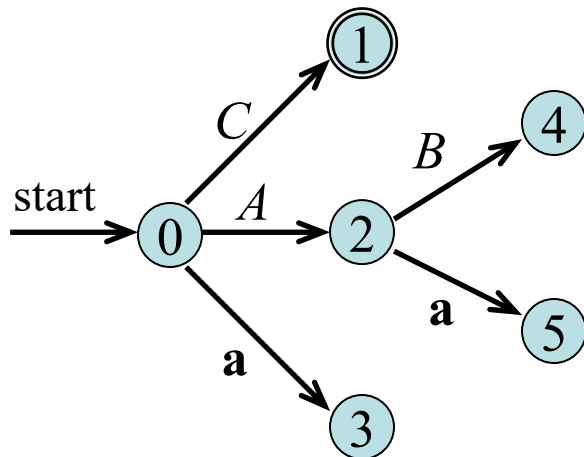
State I_3 :

$$A \rightarrow a \bullet$$

State I_4 :

$$C \rightarrow A B \bullet$$

State I_5 :

$$B \rightarrow a \bullet$$


state

	action		goto		
	a	\$	C	A	B
0	s3		1	2	
1		acc			
2	s5				4
3	r3				
4		r2			
5		r4			

Grammar:

1. $C' \rightarrow C$
2. $C \rightarrow A B$
3. $A \rightarrow a$
4. $B \rightarrow a$

FOLLOW(A) = {a}

FOLLOW(C) = {\$}

FOLLOW(B) = {\$}

SLR, Ambiguity, and Conflicts

- SLR grammars are unambiguous
- But **not** every unambiguous grammar is SLR
- Consider for example the unambiguous grammar

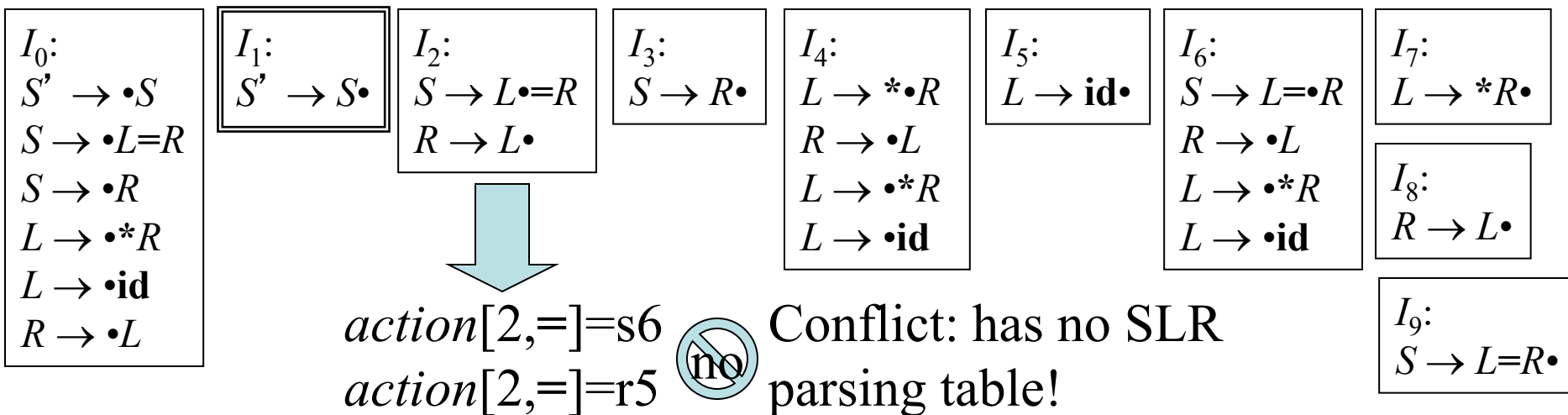
1. $S \rightarrow L = R$

2. $S \rightarrow R$

3. $L \rightarrow * R$

4. $L \rightarrow \text{id}$

5. $R \rightarrow L$



$S \rightarrow SS+ \mid SS^* \mid a$

SLR Parse Table??

LR(1) Grammars

- SLR too simple
- LR(1) parsing uses lookahead to avoid unnecessary conflicts in parsing table
- LR(1) item = LR(0) item + lookahead

LR(0) item:
 $[A \rightarrow \alpha \bullet \beta]$

LR(1) item:
 $[A \rightarrow \alpha \bullet \beta, a]$

SLR Versus LR(1)

- Split the SLR states by adding LR(1) lookahead

- Unambiguous grammar

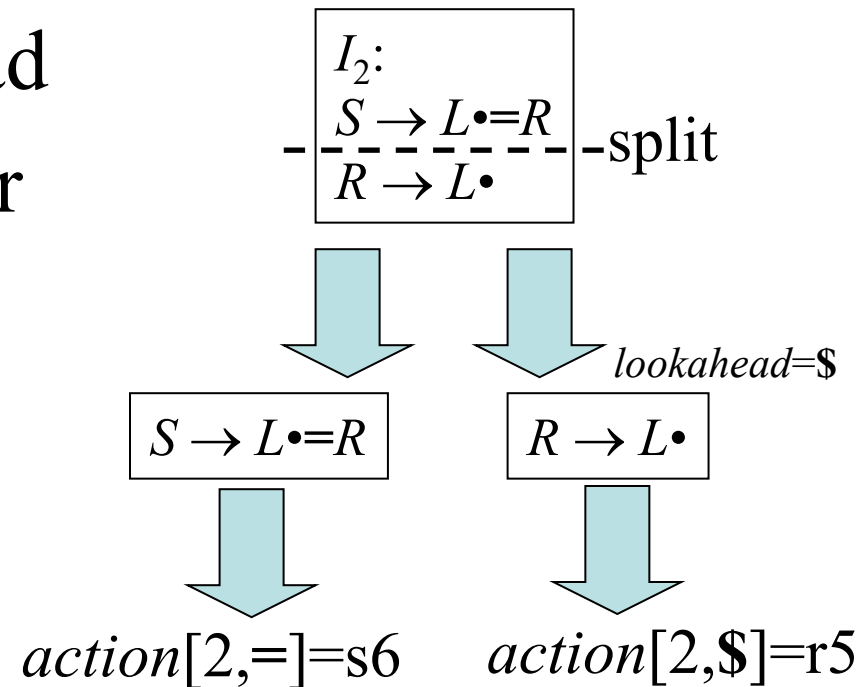
1. $S \rightarrow L = R$

2. $S \rightarrow R$

3. $L \rightarrow * R$

4. $L \rightarrow \mathbf{id}$

5. $R \rightarrow L$



Should not reduce on $=$, because no right-sentential form begins with $R=$

LR(1) Items

- An *LR(1) item*
 $[A \rightarrow \alpha \bullet \beta, a]$
 contains a *lookahead* terminal a , meaning α already on top of the stack, expect to parse βa
- For items of the form
 $[A \rightarrow \alpha \bullet, a]$
 the lookahead a is used to reduce $A \rightarrow \alpha$ only if the next lookahead of the input is a
- For items of the form
 $[A \rightarrow \alpha \bullet \beta, a]$
 with $\beta \neq \epsilon$ the lookahead has no effect

The Closure Operation for LR(1) Items

1. Start with $\text{closure}(I) = I$
2. If $[A \rightarrow \alpha \bullet B \beta, a] \in \text{closure}(I)$ then for each production $B \rightarrow \gamma$ in the grammar and each terminal $b \in \text{FIRST}(\beta a)$, add the item $[B \rightarrow \bullet \gamma, b]$ to I if not already in I
3. Repeat 2 until no new items can be added

The Goto Operation for LR(1) Items

1. For each item $[A \rightarrow \alpha \bullet X \beta, a] \in I$, add the set of items $\text{closure}(\{[A \rightarrow \alpha X \bullet \beta, a]\})$ to $\text{goto}(I, X)$ if not already there
2. Repeat step 1 until no more items can be added to $\text{goto}(I, X)$

Constructing the set of LR(1) Items of a Grammar

1. Augment the grammar with a new start symbol S' and production $S' \rightarrow S$
2. Initially, set $C = \text{closure}(\{[S' \rightarrow \bullet S, \$]\})$
(this is the start state of the DFA)
3. For each set of items $I \in C$ and each grammar symbol $X \in (N \cup T)$ such that $\text{goto}(I, X) \notin C$ and $\text{goto}(I, X) \neq \emptyset$, add the set of items $\text{goto}(I, X)$ to C
4. Repeat 3 until no more sets can be added to C

Example Grammar and LR(1) Items

- Unambiguous LR(1) grammar:

$$S \rightarrow L = R$$

$$S \rightarrow R$$

$$L \rightarrow * R$$

$$L \rightarrow \mathbf{id}$$

$$R \rightarrow L$$

- Augment with $S' \rightarrow S$
- LR(1) items (next slide)

$I_0: [S' \rightarrow \bullet S, \quad \$] \text{ goto}(I_0, S)=I_1$
 $[S \rightarrow \bullet L=R, \quad \$] \text{ goto}(I_0, L)=I_2$
 $[S \rightarrow \bullet R, \quad \$] \text{ goto}(I_0, R)=I_3$
 $[L \rightarrow \bullet *R, \quad =/\$] \text{ goto}(I_0, *)=I_4$
 $[L \rightarrow \bullet \text{id}, \quad =/\$] \text{ goto}(I_0, \text{id})=I_5$
 $[R \rightarrow \bullet L, \quad \$] \text{ goto}(I_0, L)=I_2$

$I_1: [S' \rightarrow S\bullet, \quad \$]$

$I_2: [S \rightarrow L\bullet=R, \quad \$] \text{ goto}(I_0, =)=I_6$
 $[R \rightarrow L\bullet, \quad \$]$

$I_3: [S \rightarrow R\bullet, \quad \$]$

$I_4: [L \rightarrow *\bullet R, \quad =/\$] \text{ goto}(I_4, R)=I_7$
 $[R \rightarrow \bullet L, \quad =/\$] \text{ goto}(I_4, L)=I_8$
 $[L \rightarrow \bullet *R, \quad =/\$] \text{ goto}(I_4, *)=I_4$
 $[L \rightarrow \bullet \text{id}, \quad =/\$] \text{ goto}(I_4, \text{id})=I_5$

$I_5: [L \rightarrow \text{id}\bullet, \quad =/\$]$

$I_6: [S \rightarrow L=\bullet R, \quad \$] \text{ goto}(I_6, R)=I_9$
 $[R \rightarrow \bullet L, \quad \$] \text{ goto}(I_6, L)=I_{10}$
 $[L \rightarrow \bullet *R, \quad \$] \text{ goto}(I_6, *)=I_{11}$
 $[L \rightarrow \bullet \text{id}, \quad \$] \text{ goto}(I_6, \text{id})=I_{12}$

$I_7: [L \rightarrow *R\bullet, \quad =/\$]$

$I_8: [R \rightarrow L\bullet, \quad =/\$]$

$I_9: [S \rightarrow L=R\bullet, \quad \$]$

$I_{10}: [R \rightarrow L\bullet, \quad \$]$

$I_{11}: [L \rightarrow *\bullet R, \quad \$] \text{ goto}(I_{11}, R)=I_{13}$
 $[R \rightarrow \bullet L, \quad \$] \text{ goto}(I_{11}, L)=I_{10}$
 $[L \rightarrow \bullet *R, \quad \$] \text{ goto}(I_{11}, *)=I_{11}$
 $[L \rightarrow \bullet \text{id}, \quad \$] \text{ goto}(I_{11}, \text{id})=I_{12}$

$I_{12}: [L \rightarrow \text{id}\bullet, \quad \$]$

$I_{13}: [L \rightarrow *R\bullet, \quad \$]$

Constructing Canonical LR(1) Parsing Tables

1. Augment the grammar with $S' \rightarrow S$
2. Construct the set $C = \{I_0, I_1, \dots, I_n\}$ of LR(1) items
3. If $[A \rightarrow \alpha \bullet a \beta, b] \in I_i$ and $goto(I_i, a) = I_j$ then set $action[i, a] = \text{shift } j$
4. If $[A \rightarrow \alpha \bullet, a] \in I_i$ then set $action[i, a] = \text{reduce } A \rightarrow \alpha$ (apply only if $A \neq S'$)
5. If $[S' \rightarrow S \bullet, \$]$ is in I_i then set $action[i, \$] = \text{accept}$
6. If $goto(I_i, A) = I_j$ then set $goto[i, A] = j$
7. Repeat 3-6 until no more entries added
8. The initial state i is the I_i holding item $[S' \rightarrow \bullet S, \$]$

Example LR(1) Parsing Table

Grammar:

1. $S' \rightarrow S$
2. $S \rightarrow L = R$
3. $S \rightarrow R$
4. $L \rightarrow * R$
5. $L \rightarrow \mathbf{id}$
6. $R \rightarrow L$

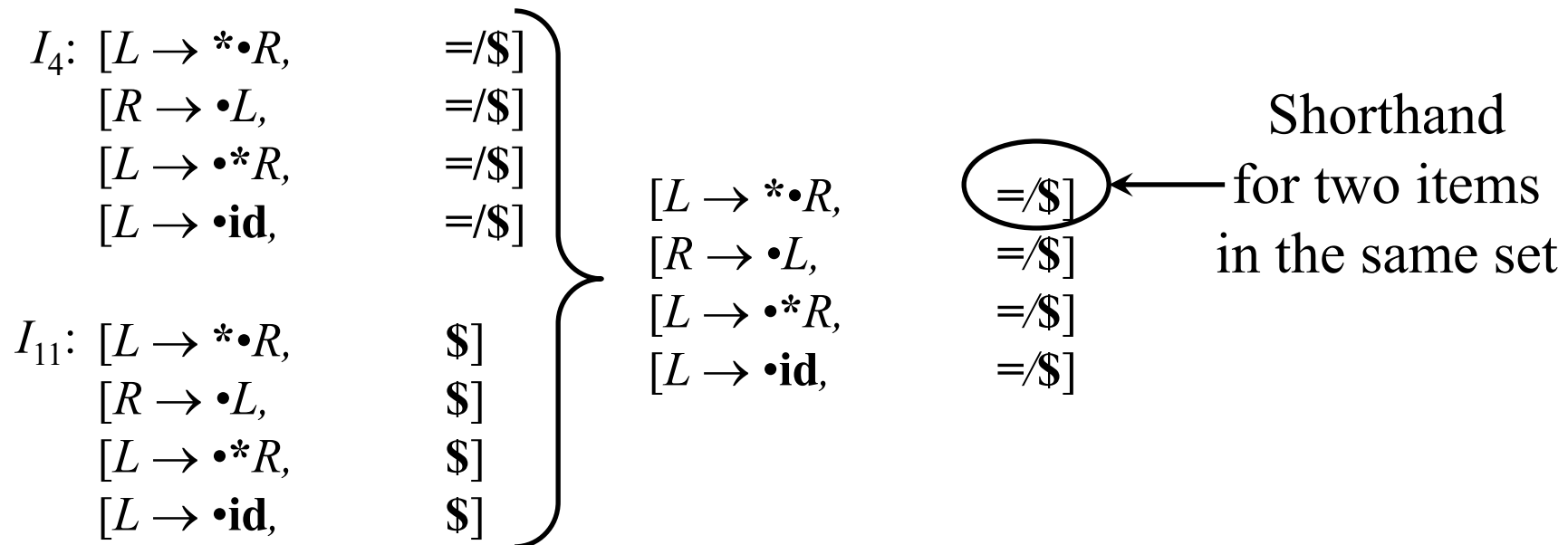
	id	*	=	\$	<i>S</i>	<i>L</i>	<i>R</i>
0	s5	s4			1	2	3
1				acc			
2			s6	r6			
3				r3			
4	s5	s4				8	7
5			r5	r5			
6	s12	s11				10	9
7			r4	r4			
8			r6	r6			
9				r2			
10				r6			
11	s12	s11				10	13
12				r5			
13				r4			

LALR Parsing

- LR(1) parsing tables have many states
- LALR parsing (Look-Ahead LR) merges two or more LR(1) state into one state to reduce table size
- Less powerful than LR(1)
 - Will not introduce shift-reduce conflicts, because shifts do not use lookaheads
 - May introduce reduce-reduce conflicts, but seldom do so for grammars of programming languages

Constructing LALR Parsing Tables

1. Construct sets of LR(1) items
2. Combine LR(1) sets with sets of items that share the same first part



Example Grammar and LALR Parsing Table

- Unambiguous LR(1) grammar:

$$S \rightarrow L = R$$

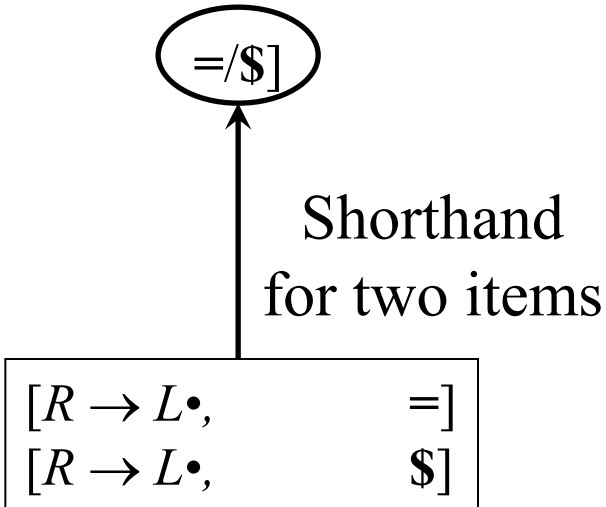
$$| R$$

$$L \rightarrow * R$$

$$| \mathbf{id}$$

$$R \rightarrow L$$

- Augment with $S' \rightarrow S$
- LALR items (next slide)

$I_0: [S' \rightarrow \bullet S,$ $[S \rightarrow \bullet L=R,$ $[S \rightarrow \bullet R,$ $[L \rightarrow \bullet *R,$ $[L \rightarrow \bullet \text{id},$ $[R \rightarrow \bullet L,$	$\$] \text{ goto}(I_0, S)=I_1$ $\$] \text{ goto}(I_0, L)=I_2$ $\$] \text{ goto}(I_0, R)=I_3$ $=/\$] \text{ goto}(I_0, *)=I_4$ $=/\$] \text{ goto}(I_0, \text{id})=I_5$ $\$] \text{ goto}(I_0, L)=I_2$	$I_6: [S \rightarrow L=\bullet R,$ $[R \rightarrow \bullet L,$ $[L \rightarrow \bullet *R,$ $[L \rightarrow \bullet \text{id},$	$\$] \text{ goto}(I_6, R)=I_8$ $\$] \text{ goto}(I_6, L)=I_9$ $\$] \text{ goto}(I_6, *)=I_4$ $\$] \text{ goto}(I_6, \text{id})=I_5$
$I_1: [S' \rightarrow S\bullet,$	$\$]$	$I_7: [L \rightarrow *R\bullet,$	$=/\$]$
$I_2: [S \rightarrow L\bullet=R,$ $[R \rightarrow L\bullet,$	$\$] \text{ goto}(I_0, =)=I_6$ $\$]$	$I_8: [S \rightarrow L=R\bullet,$	$\$]$
$I_3: [S \rightarrow R\bullet,$	$\$]$	$I_9: [R \rightarrow L\bullet,$	$=/\$]$
$I_4: [L \rightarrow *\bullet R,$ $[R \rightarrow \bullet L,$ $[L \rightarrow \bullet *R,$ $[L \rightarrow \bullet \text{id},$	$=/\$] \text{ goto}(I_4, R)=I_7$ $=/\$] \text{ goto}(I_4, L)=I_9$ $=/\$] \text{ goto}(I_4, *)=I_4$ $=/\$] \text{ goto}(I_4, \text{id})=I_5$	<div style="text-align: center;">  <p>Shorthand for two items</p> </div>	
$I_5: [L \rightarrow \text{id}\bullet,$	$=/\$]$		

Example LALR Parsing Table

Grammar:

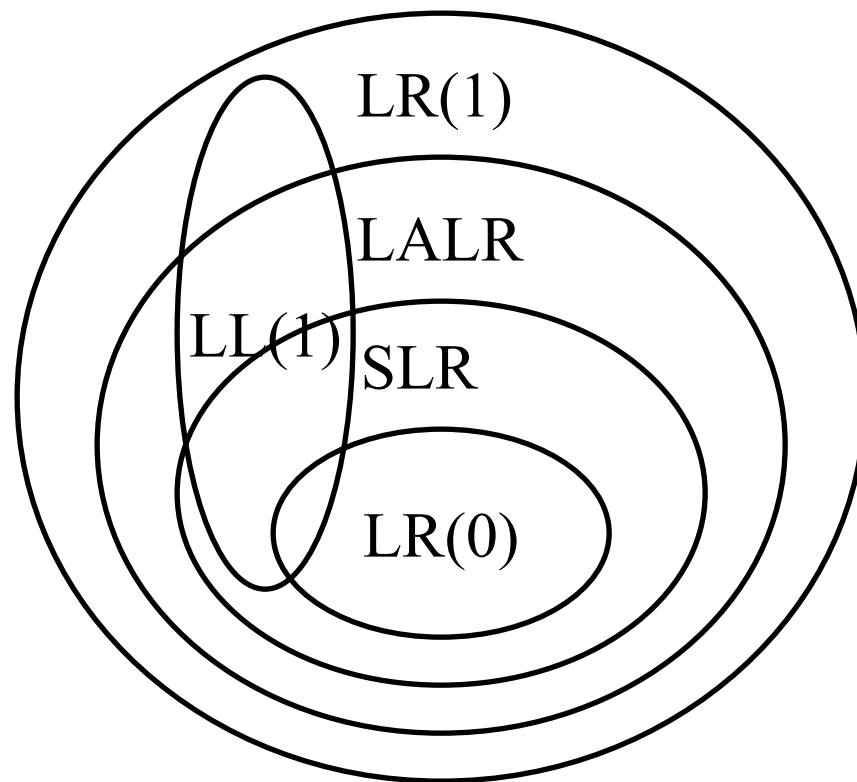
1. $S' \rightarrow S$
2. $S \rightarrow L = R$
3. $S \rightarrow R$
4. $L \rightarrow * R$
5. $L \rightarrow \mathbf{id}$
6. $R \rightarrow L$

	id	*	=	\$	<i>S</i>	<i>L</i>	<i>R</i>
0	s5	s4			1	2	3
1				acc			
2			s6	r6			
3				r3			
4	s5	s4				9	7
5			r5	r5			
6	s5	s4				9	8
7			r4	r4			
8				r2			
9			r6	r6			

LL, SLR, LR, LALR Summary

- LL parse tables computed using FIRST/FOLLOW
 - Nonterminals \times terminals \rightarrow productions
 - Computed using FIRST/FOLLOW
- LR parsing tables computed using closure/goto
 - LR states \times terminals \rightarrow shift/reduce actions
 - LR states \times nonterminals \rightarrow goto state transitions
- A grammar is
 - LL(1) if its LL(1) parse table has no conflicts
 - SLR if its SLR parse table has no conflicts
 - LALR if its LALR parse table has no conflicts
 - LR(1) if its LR(1) parse table has no conflicts

LL, SLR, LR, LALR Grammars



Dealing with Ambiguous Grammars

1. $S' \rightarrow E$
2. $E \rightarrow E + E$
3. $E \rightarrow \text{id}$

	id	+	\$	E
0	s2			1
1		s3	acc	
2		r3	r3	
3	s2			4
4		s3/r2	r2	

Shift/reduce conflict:

$action[4,+] = \text{shift } 4$

$action[4,+] = \text{reduce } E \rightarrow E + E$

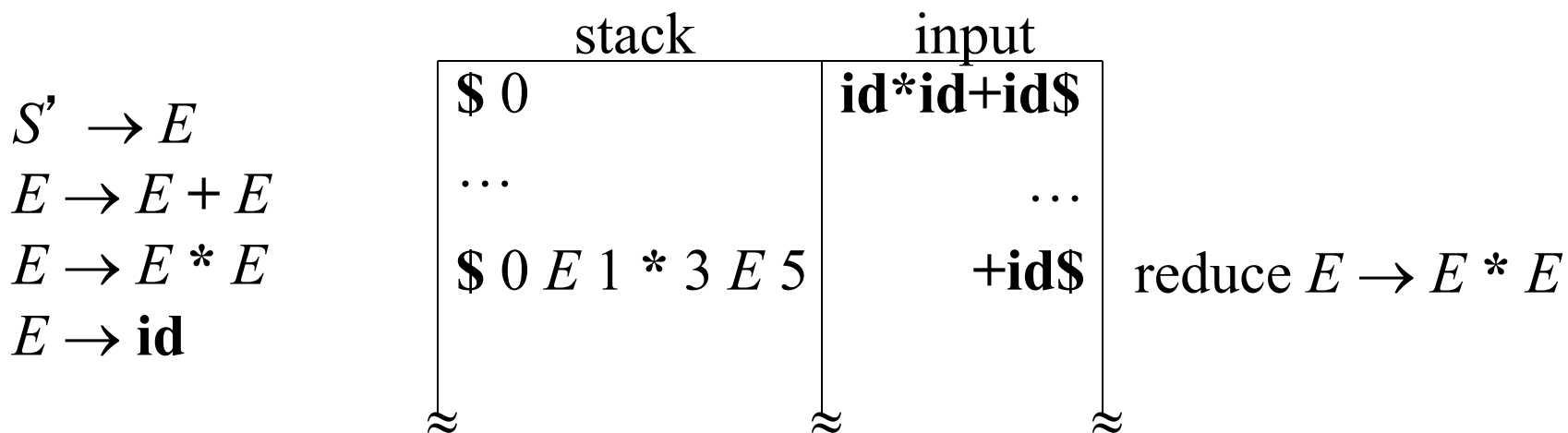
stack	input
\$ 0	id+id+id\$
...	...
\$ 0 E 1 + 3 E 4	+id\$
≈	≈

When shifting on +:
yields right associativity
id+(id+id)

When reducing on +:
yields left associativity
(id+id)+id

Using Associativity and Precedence to Resolve Conflicts

- Left-associative operators: reduce
- Right-associative operators: shift
- Operator of higher precedence on stack: reduce
- Operator of lower precedence on stack: shift



Error Detection in LR Parsing

- Canonical LR parser uses full LR(1) parse tables and will never make a single reduction before recognizing the error when a syntax error occurs on the input
- SLR and LALR may still reduce when a syntax error occurs on the input, but will never shift the erroneous input symbol

Error Recovery in LR Parsing

- Panic mode
 - Pop until state with a goto on a nonterminal A is found, (where A represents a major programming construct), push A
 - Discard input symbols until one is found in the FOLLOW set of A
- Phrase-level recovery
 - Implement error routines for every error entry in table
- Error productions
 - Pop until state has error production, then shift on stack
 - Discard input until symbol is encountered that allows parsing to continue