

LALR Parsing

LALR Parsing

- LR(1) parsing tables have many states
- LALR(1) parsing (Look-Ahead LR) combines LR(1) states to reduce table size
- Less powerful than LR(1)
 - Does not have shift-reduce conflicts, because shifts do not use lookaheads
 - May introduce reduce-reduce conflicts, but not much of a problem for grammars of programming languages

Example

- $S \rightarrow CC$
- $C \rightarrow cC$
- $C \rightarrow d$

- Augmented
- $S' \rightarrow S$
- $S \rightarrow CC$
- $C \rightarrow cC$
- $C \rightarrow d$

LR(1) items

- I_0 :

$S' \rightarrow .S, \$$

$S \rightarrow .CC, \$$

$C \rightarrow .cC, c/d \text{ (first}(C\$))$

$C \rightarrow .d, c/d$

- $I_1 : \text{goto}(I_0, S)$

$S' \rightarrow S., \$$

- $I_2 : \text{goto}(I_0, C)$

$S \rightarrow C.C, \$$

$C \rightarrow .cC, \$$

$C \rightarrow .d, \$$

- $I_3 : \text{goto}(I_0, c), \text{goto}(I_3, c),$
 $C \rightarrow c.C, c/d$
 $C \rightarrow .cC, c/d$
 $C \rightarrow .d, c/d$
- $I_4 : \text{goto}(I_0, d) \text{goto}(I_3, d)$
 $C \rightarrow d., c/d$

- $I_5 : \text{goto}(I_2, C)$
 $S \rightarrow CC., \$$
- $I_6 : \text{goto}(I_2, c) \text{goto}(I_6, c)$
 $C \rightarrow c.C, \$$
 $C \rightarrow .cC, \$$
 $C \rightarrow .d, \$$

- $l_7 : \text{goto}(l_2, d) \text{ goto}(l_6, d)$

$C \rightarrow d., \$$

- $l_8 : \text{goto}(l_3, C)$

$C \rightarrow cC., c/d$

- $l_9 : \text{goto}(l_6, C)$

$C \rightarrow cC., \$$

Parsing Table

- Construct $C = \{I_0, I_1, I_2 \dots I_n\}$ the collection of LR(1) items for G'
- State I of the parser is from I_i
 - if $[A \rightarrow \alpha.a\beta, b]$ is in I_i and $\text{goto}(I_i, a) = I_j$ set action $[i, a] = \text{shift } j$, where a is a terminal

if $[A \rightarrow \alpha ., a]$ is in I_i and $A \neq S'$, then set $\text{action}[i, a] = \text{reduce by } A \rightarrow \alpha$

// a conflict here implies the grammar is not CALR grammar

- If $\text{goto}(I_i, A) = I_j$ then $\text{goto}(i, A) = j$
- $[S' \rightarrow .S, \$]$ implies an accept action
- All other entries are error

LALR Parsing table

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

Merging

- $I_3 : \text{goto}(I_0, c), \text{goto}(I_3, c),$
 $C \rightarrow c.C, c/d$
 $C \rightarrow .cC, c/d$
 $C \rightarrow .d, c/d$
- $I_6 : \text{goto}(I_2, c) \text{ goto}(I_6, c)$
 $C \rightarrow c.C, \$$
 $C \rightarrow .cC, \$$
 $C \rightarrow .d, \$$

- $I_{36} : \text{goto}(I_0, c), \text{goto}(I_{36}, c),$
 $C \rightarrow c.C, c/d/\$$
 $C \rightarrow .cC, c/d/\$$
 $C \rightarrow .d, c/d/\$$

Merging

- $l_4 : \text{goto}(l_0, d) \text{ goto}(l_3, d)$
 $C \rightarrow d., c/d$
- $l_7 : \text{goto}(l_2, d) \text{ goto}(l_6, d)$
 $C \rightarrow d., \$$
- $l_{47} : \text{goto}(l_2, d) \text{ goto}(l_6, d)$
 $C \rightarrow d., c/d/\$$

- $l_8 : \text{goto}(l_3, C)$
 $C \rightarrow cC., c/d$
- $l_9 : \text{goto}(l_6, C)$
 $C \rightarrow cC., \$$
- $l_{89} : \text{goto}(l_3, C)$
 $C \rightarrow cC., c/d/\$$

Parsing table - LALR

| State | Action | | | goto | |
|-------|--------|-----|----|------|----|
| | c | d | \$ | S | C |
| 0 | s36 | s47 | | 1 | 2 |
| 1 | | | | | |
| 2 | s36 | s47 | | | 5 |
| 36 | s36 | s47 | | | 89 |
| 47 | | | | | |
| 5 | | | | | |
| 89 | | | | | |

Parsing table - LALR

| State | Action | | | goto | |
|-------|--------|-----|--------|------|----|
| | c | d | \$ | S | C |
| 0 | s36 | s47 | | 1 | 2 |
| 1 | | | Accept | | |
| 2 | s36 | s47 | | | 5 |
| 36 | s36 | s47 | | | 89 |
| 47 | r3 | r3 | r3 | | |
| 5 | | | r1 | | |
| 89 | r2 | r2 | r2 | | |

Parsing algorithm

- Set input to point to the first symbol of $w\$$
- Repeat
 - Let s be the state on the top of the stack
 - Let a be the symbol pointed to by ip
 - If action $[s, a] = \text{shift } s'$ then
 - Push a then s' on top of the stack
 - Move input to the next input symbol

Parsing algorithm

- Else if action $[s, a] = \text{reduce } A \rightarrow \beta$ then
 - Pop $2 * |\beta|$ symbols off the stack
- Let s' be the state now on the top of the stack
 - Push A then goto $[s', A]$ on top of the stack
 - Output the production $A \rightarrow \beta$
- Else if action $[s, a] = \text{accept}$ then return;
- Else error()

Parsing with CALR parser

| Stack | Input | Action |
|------------------|----------|---|
| 0 | ccdd\$ | [0, c] – shift 36 |
| 0 c 36 | c d d \$ | [36, c] – shift 36 |
| 0 c 36 c 36 | d d \$ | [36, d] – shift 47 |
| 0 c 36 c 36 d 47 | d \$ | [47, d] – reduce 3, pop 2 symbols from stack, push C, goto(36, C) = 89 c → d |
| 0 c 36 c 36 C 89 | d \$ | [89, d] – reduce 2, pop 4 symbols from the stack, push C, goto(36, C) = 89 C → cC |
| 0 c 36 C 89 | d \$ | [89, d] – reduce 2, pop 4 symbols from the stack, push C, goto(0, C) = 2 C → cC |

0C2

| Stack | Input | Action |
|-------------------|-------|---|
| 0 C 2 | d \$ | [2, d] – shift 47 |
| 0 C 2 <u>d 47</u> | \$ | [47, \$] – reduce 3, pop 2 symbols from the stack, goto(2, C) = 5 <i>c → d</i> |
| 0 C 2 <u>C 5</u> | \$ | [5, \$] – reduce 1, pop 4 symbols off the stack, goto(0, S) = 1 <i>s → CC</i> |
| 0 S 1 | \$ | [1, \$] – accept – successful parsing |

Example

- $S' \rightarrow S$
- $S \rightarrow L = R$
- $S \rightarrow R$
- $L \rightarrow * R$
- **$L \rightarrow \text{id}$**
- $R \rightarrow L$

Another Example

- I_0
[$S' \rightarrow \bullet S, \$$] goto(I_0, S)= I_1
[$S \rightarrow \bullet L=R, \$$] goto(I_0, L)= I_2
[$S \rightarrow \bullet R, \$$] goto(I_0, R)= I_3
[$L \rightarrow \bullet *R, =/\$$] goto($I_0, *$)= I_4
[$L \rightarrow \bullet id, =/\$$] goto(I_0, id)= I_5
[$R \rightarrow \bullet L, \$$] goto(I_0, L)= I_2
- I_1 : goto(I_0, S)
[$S' \rightarrow S\bullet, \$$]
- I_2 : goto(I_0, L)
[$S \rightarrow L\bullet=R, \$$] goto($I_2, =$)= I_6
[$R \rightarrow L\bullet, \$$]
- I_3 : goto(I_0, R)
[$S \rightarrow R\bullet, \$$]
- I_4 : goto($I_0, *$) goto($I_4, *$)
[$L \rightarrow *\bullet R, =/\$$] goto(I_4, R)= I_7
[$R \rightarrow \bullet L, =/\$$] goto(I_4, L)= I_8
[$L \rightarrow \bullet *R, =/\$$] goto($I_4, *$)= I_4
[$L \rightarrow \bullet id, =/\$$] goto(I_4, id)= I_5
- I_5 : goto(I_0, id) goto(I_4, id)
[$L \rightarrow id\bullet, =/\$$]

- $I_6 : \text{goto}(I_2, =)$
 $[S \rightarrow L = \bullet R, \$] \text{goto}(I_6, R) = I_9$
 $[R \rightarrow \bullet L, \$] \text{goto}(I_6, L) = I_{10}$
 $[L \rightarrow \bullet * R, \$] \text{goto}(I_6, *) = I_{11}$
 $[L \rightarrow \bullet \text{id}, \$] \text{goto}(I_6, \text{id}) = I_{12}$
- $I_7 : \text{goto}(I_4, R)$
 $[L \rightarrow * R \bullet, = / \$]$
- $I_8 : \text{goto}(I_4, L)$
 $[R \rightarrow L \bullet, = / \$]$

- $I_9 : \text{goto}(I_6, R)$
 $[S \rightarrow L = R \bullet, \$]$
- $I_{10} : \text{goto}(I_6, L) \text{ goto}(I_{11}, L)$
 $[R \rightarrow L \bullet, \$]$
- $I_{11} : \text{goto}(I_6, *) \text{ goto}(I_{11}, *)$
 $[L \rightarrow * \bullet R, \$] \text{goto}(I_{11}, R) = I_{13}$
 $[R \rightarrow \bullet L, \$] \text{goto}(I_{11}, L) = I_{10}$
 $[L \rightarrow \bullet * R, \$] \text{goto}(I_{11}, *) = I_{11}$
 $[L \rightarrow \bullet \text{id}, \$] \text{goto}(I_{11}, \text{id}) = I_{12}$

- $I_{12} : \text{goto}(I_6, \text{id}) \text{ goto}(I_{11}, \text{id})$
[$L \rightarrow \text{id}\bullet, \$$]
- $I_{13} : \text{goto}(I_{11}, R)$
[$L \rightarrow *R\bullet, \$$]

- I_4 and I_{11}
- I_5 and I_{12}
- I_7 and I_{13}
- I_8 and I_{10}

| State | Action | | | | goto | | |
|-------|--------|------|----|--------|------|-----|-----|
| | id | * | = | \$ | S | L | R |
| 0 | s512 | s411 | | | 1 | 2 | 3 |
| 1 | | | | accept | | | |
| 2 | | | s6 | r5 | | | |
| 3 | | | | r2 | | | |
| 411 | s512 | S411 | | | | 810 | 713 |
| 512 | | | r4 | r4 | | | |
| 6 | s512 | s411 | | | | 810 | 9 |

| State | Action | | | | goto | | |
|-------|--------|---|----|----|------|---|---|
| | id | * | = | \$ | S | L | R |
| 713 | | | r3 | r3 | | | |
| 810 | | | r5 | r5 | | | |
| 9 | | | | r1 | | | |

LL, LR parsers

- 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 non-terminals \rightarrow goto state transitions

LL and LR parsers

- A grammar is
 - LL(1) if its LL(1) parse table has no conflicts
 - SLR if its SLR parse table has no conflicts
 - LALR(1) if its LALR(1) parse table has no conflicts
 - CALR(1) if its CALR(1) parse table has no conflicts

Resolving 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

- 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

- Panic mode
 - Pop until state with a goto on a nonterminal A is found, where A represents a major programming construct
 - 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 that allows parsing to continue

Summary

- LALR parsing table construction based on CALR parsing table
- LALR parsing action
- Error recovery in LR parsers

Thank you