

Parser

Overview

This document explains the design and behavior of an **LR(0) parser** implemented for a given grammar. It includes the parsing process, the structure of the parser, common issues (like premature reductions), and recommendations for general improvements to enhance accuracy and robustness.

Parser Description

1. **Purpose:**
 - The parser processes an input string and determines if it belongs to the language defined by a grammar.
 - If valid, it produces a parse tree representing the derivation steps for the input.
2. **Input:**
 - A grammar file defining the language.
 - An input string to be parsed.
3. **Output:**
 - A parse tree or a representation of the parsing process.
 - Error messages for invalid input.
4. **Components:**
 - **Grammar:** Stores the set of rules for the language.
 - **Parsing Table:**
 - **Action Table:** Specifies shift, reduce, or accept actions based on the current state and input symbol.
 - **Goto Table:** Determines state transitions for non-terminals during reductions.
 - **Stack:** Tracks parser states during parsing.
 - **Parser Output:** Builds and maintains the parse tree.

Parsing Process

The parser operates in a loop, repeatedly performing the following steps:

1. **Shift:**
 - Read the next input symbol and push it onto the stack along with the corresponding state.
 - Transition to a new state based on the parsing table.
2. **Reduce:**

- Apply a production rule when the input matches its right-hand side (RHS).
 - Replace the RHS symbols on the stack with the non-terminal from the rule's left-hand side (LHS).
 - Use the Goto Table to transition to a new state for the LHS.
3. **Accept:**
- If the entire input is reduced to the start symbol SSS and the end-of-input marker (\$) is reached, the parser accepts the input.
4. **Error Handling:**
- If no action is defined for the current state and symbol, the parser reports an error and halts.