

Syntax Analysis

[Chapter 4 - Part 4]

Lecture 10

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LR(k) Parsing

- The most common type of **bottom-up** parser is based on **LR(k) parsing**, where k is the number of input symbols of lookahead (usually 1 or 0).
- LR(0) are grammar rules with a special **dot** added somewhere in the right-hand side.

LR(k) Parsing

- LR parsers are table driven.
- **LR parser generator** is usually used to construct an LR parser, because it is too much work to build an LR parser by hand.

LR(k) Parsers' Items

- LR parser maintains **states** to make shift-reduce decisions.
- Each **state** represents **a set of items**
- Each **item** represents a **production** of a grammar with a **dot** that indicates how much of a production we have seen at a given point in the parsing process.

LR(k) Parsers' Items - Example

Example: The production $A \rightarrow XYZ$ produces 4 items:

$$A \rightarrow .XYZ$$

$$A \rightarrow X.YZ$$

$$A \rightarrow XY.Z$$

$$A \rightarrow XYZ.$$

The item $A \rightarrow X.YZ$ indicates that we have seen on the input a string derivable from X and we expect to see string(s) derivable from YZ

Defining Transitions in DFA

- The $\text{GOTO}(I, X)$ function is used to define the **transitions** in the deterministic finite automata (DFA) called **(LR(0) automation)** for a grammar, where **I** is a transition state and **X** is a grammar symbol.
- $\text{GOTO}(I, X)$ specifies the **transition from the state I under production X**.

GOTO (I, X) Function Definition

- GOTO (I, X) is defined as the closure of the set of all items generated from a production $[A \rightarrow aX\cdot\beta]$ such that $[A \rightarrow a \cdot X\beta]$ in I.

GOTO Function - Example

Given the following grammar:

$$E \rightarrow E + T$$

$$E \rightarrow T$$

$$T \rightarrow T * F$$

$$T \rightarrow F$$

$$F \rightarrow (E)$$

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

If I is the set of two items $\{[E' \rightarrow E.], [E \rightarrow E. + T]\}$,
then what are the items generated by $\text{GOTO}(I, +)$?

Solution

Step 1: Compute GOTO(I, +) by examining I for items with + immediately to the right of the dot.
So,

$E' \rightarrow E\cdot$ is not such an item, but $E \rightarrow E\cdot + T$ is.

Step 2: Move the dot over the + to get $E \rightarrow E + \cdot T$ and then took the closure of this singleton set.

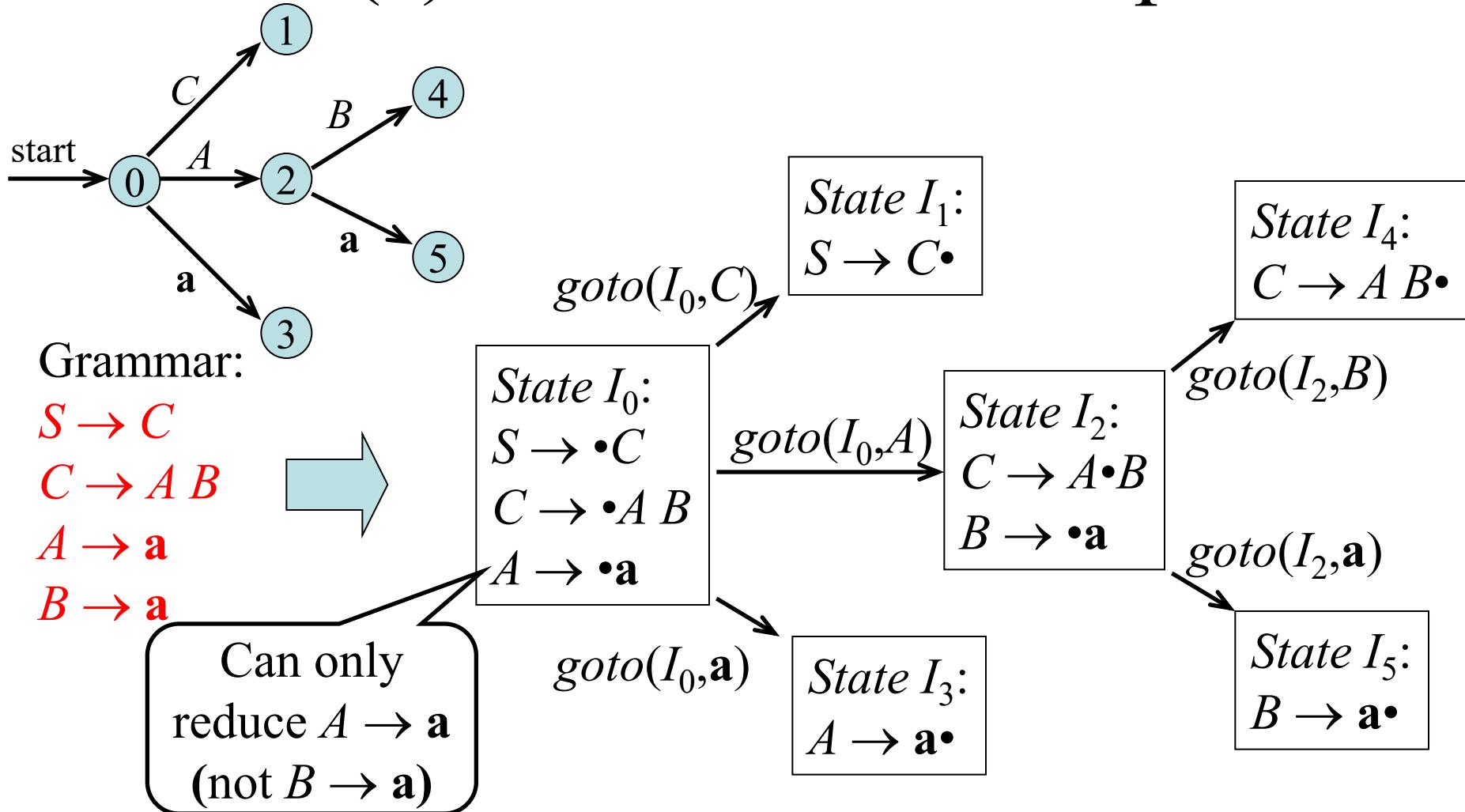
$$\begin{aligned}E &\rightarrow E + \cdot T \\T &\rightarrow \cdot T * F \\T &\rightarrow \cdot F \\F &\rightarrow \cdot(E) \\F &\rightarrow \cdot \mathbf{id}\end{aligned}$$

LR(0) Sets Computation

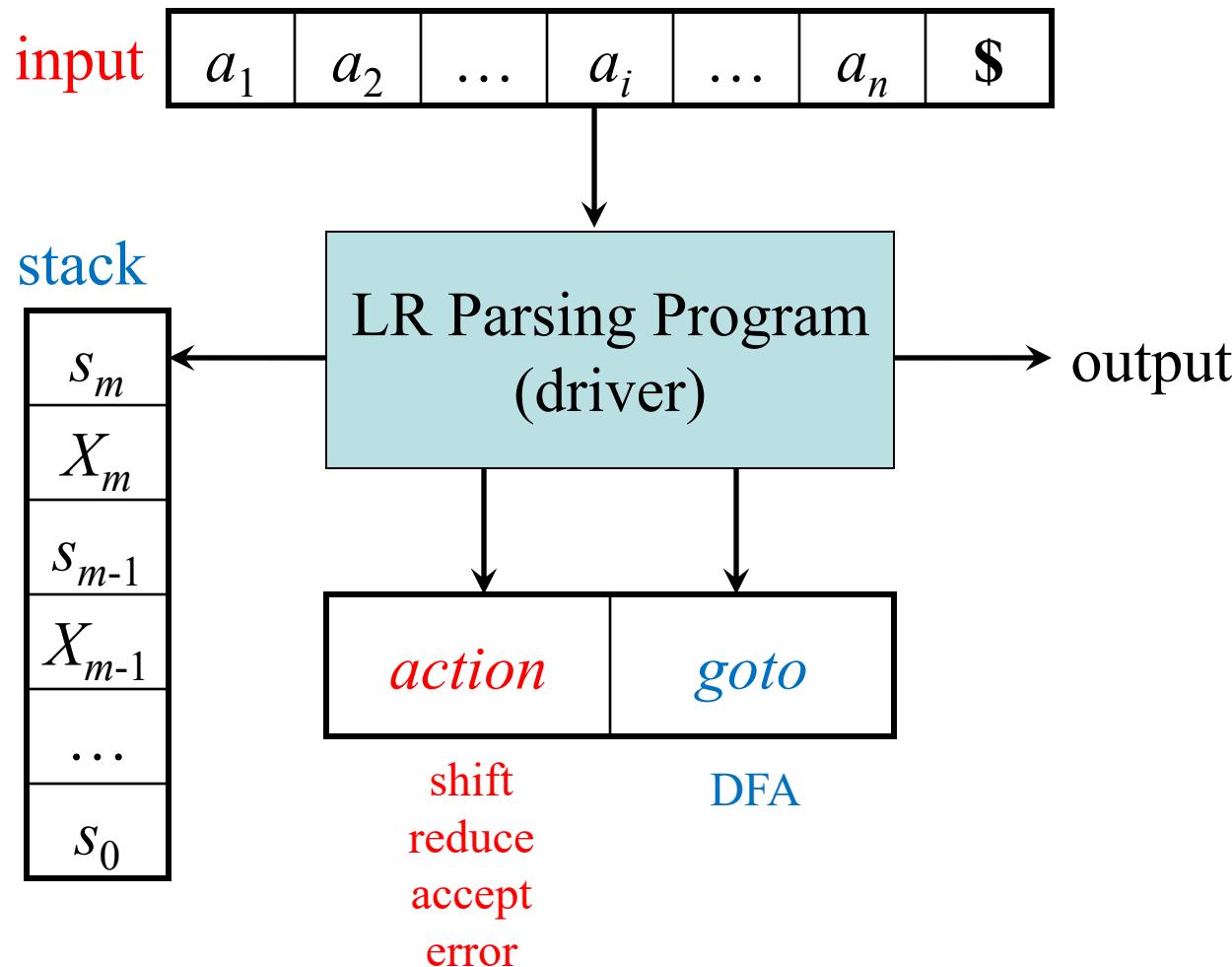
Computation of the canonical collection of sets of LR(0) items

```
void items( $G'$ ) {
     $C = \text{CLOSURE}(\{[S' \rightarrow \cdot S]\});$ 
    repeat
        for ( each set of items  $I$  in  $C$  )
            for ( each grammar symbol  $X$  )
                if (  $\text{GOTO}(I, X)$  is not empty and not in  $C$  )
                    add  $\text{GOTO}(I, X)$  to  $C$ ;
    until no new sets of items are added to  $C$  on a round;
}
```

Using DFA for Shift/Reduce LR(k) Decisions - Example



LR Parser Implementation

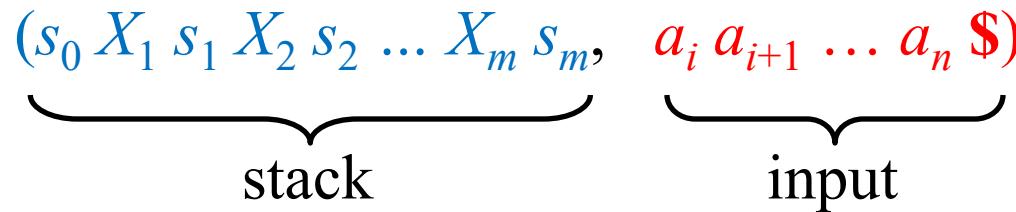


All transitions to state j must be for the same grammar symbol X . State j must be associated with grammar symbol X .

LR Parsing Mechanism

- The parser reads the current **input** symbol a_i and the **state** on the top of the stack s_m , and then consulting the entry $\text{action}[s_m, a_i]$
- The states of the DFA are used to determine if a handle is on top of the stack.

LR parser Configuration



The *action* function inputs are a state s_m and a terminal a_i :

- If $\text{action}[s_m, a_i] = \text{shift } s$, 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 $\text{action}[s_m, a_i] = \text{reduce } A \rightarrow \beta$ and $\text{goto}[s_{m-r}, A] = s$ with $r = |\beta|$
(length of beta) then pop 2 r 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 $\text{action}[s_m, a_i] = \text{accept}$, then stop (parsing is completed)
 - If $\text{action}[s_m, a_i] = \text{error}$, then call error recovery routine

DFA for LR Parsing - Example 1

Implement the $goto(I, X)$ function to check if the input aa is accepted by the following grammar.

$$\begin{aligned} S &\rightarrow C \\ C &\rightarrow A \ B \\ A &\rightarrow a \\ B &\rightarrow a \end{aligned}$$

State I_0 :

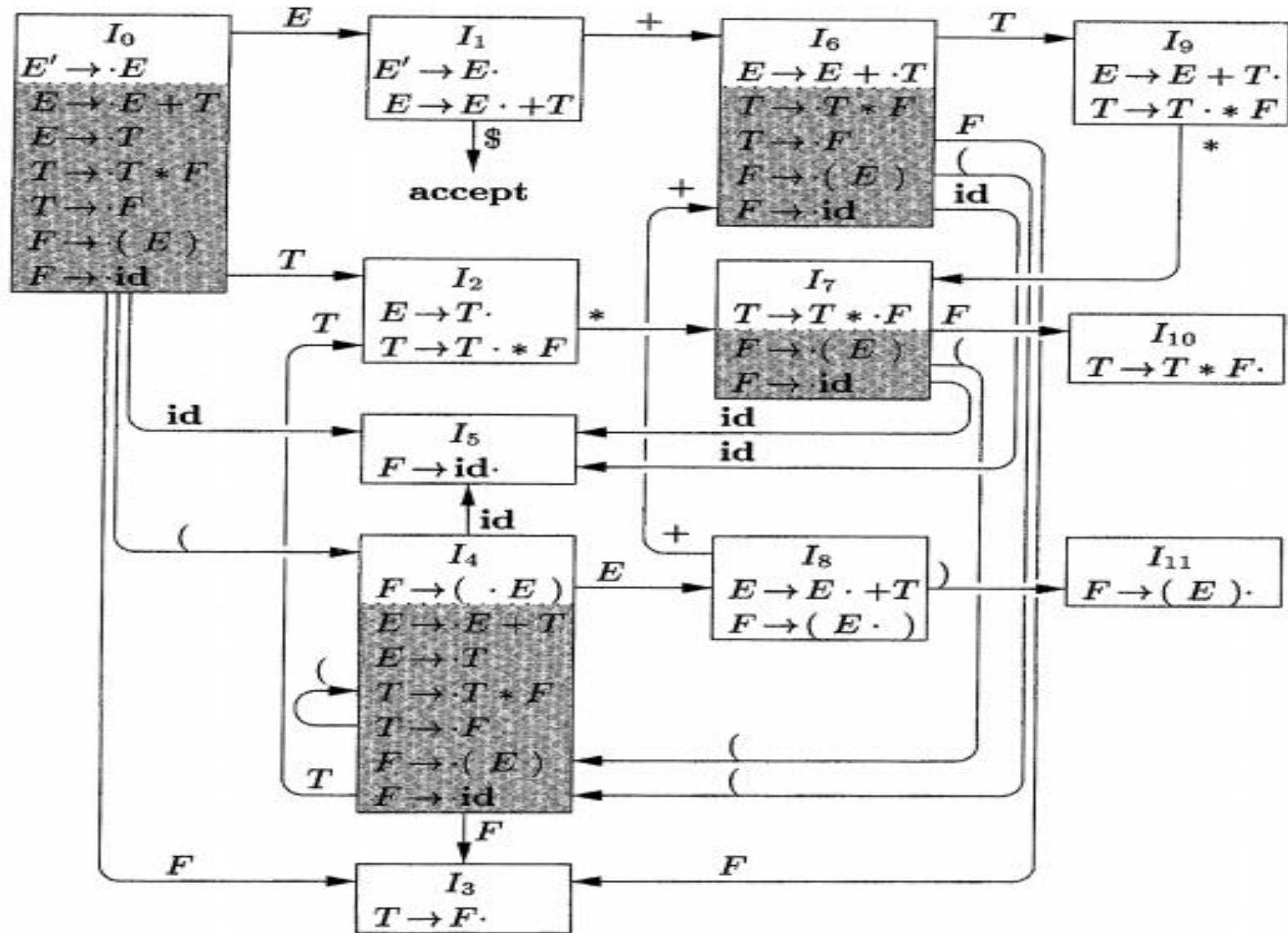
$$\begin{aligned} S &\rightarrow \bullet C \\ C &\rightarrow \bullet A \ B \\ A &\rightarrow \bullet a \end{aligned}$$

$goto(I_0, a)$

State I_3 :
 $A \rightarrow a \bullet$

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

LR Parsing – Example 2



LR Parsing (Bottom-Up) - Example

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	id * id+id\$	shift 6
\$ 0 id 6	* id+id\$	reduce 6 goto 3
\$ 0 F 3	* id+id\$	reduce 4 goto 2
\$ 0 T 2	* id+id\$	shift 7
\$ 0 T 2 * 7	id+id\$	shift 5
\$ 0 T 2 * 7 id 5	+ id\$	reduce 6 goto 10
\$ 0 T 2 * 7 F 10	+ id\$	reduce 3 goto 2
\$ 0 T 2	+ id\$	reduce 2 goto 1
\$ 0 E 1	+ id\$	shift 6
\$ 0 E 1 + 6	id\$	shift 5
\$ 0 E 1 + 6 id 5	\$	reduce 6 goto 3
\$ 0 E 1 + 6 F 3	\$	reduce 4 goto 9
\$ 0 E 1 + 6 T 9	\$	reduce 1 goto 1
\$ 0 E 1	\$	accept

LR Parse Table - Example

Grammar:

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

\Rightarrow input

state \Rightarrow

		<i>action</i> ↓					<i>goto</i>			
		id	+	*	()	\$	E	T	F
0	s6				s5			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				

Shift & goto 5

Reduce & goto 1