

General SLR Parsing Table code with input example as:  
E->E+T/T

T->T\*F/F

F->(E)/i

#include <iostream>

#include <vector>

#include <map>

#include <set>

#include <string>

#include <sstream>

#include <algorithm>

#include <bits/stdc++.h>

using namespace std;

class SLRParser {

public:

struct Production {

char left;

string right;

};

map<char, vector<string>> productions;

vector<Production>productionRules; // Vector to store productions with rule numbers

map<char, set<char>> first, follow;

vector<vector<pair<char, string>>>itemsets;

map<pair<int, char>, int>gotoTable;

map<pair<int, char>, string>actionTable;

vector<char> terminals, nonTerminals;

char startSymbol;

void computeFirst(char symbol, set<char>&firstSet);

void computeFollow(char symbol, set<char>&followSet, set<char>& processed);

vector<pair<char, string>>closure(const vector<pair<char, string>>& kernel);

void buildItemSets();

void buildParsingTable();

SLRParser(const vector<Production>& prods, char start);

void buildParser();

void displayResults() const;

};

SLRParser::SLRParser(const vector<Production>& prods, char start) : startSymbol(start) {

int ruleNumber = 1; // Rule numbers start at 1

for (const auto&prod : prods) {

productions[prod.left].push\_back(prod.right);

productionRules.push\_back(prod); // Store the production with its number

if (find(nonTerminals.begin(), nonTerminals.end(), prod.left) == nonTerminals.end()) {

nonTerminals.push\_back(prod.left);

}

for (char c :prod.right) {

if (isupper(c)) {

if (find(nonTerminals.begin(), nonTerminals.end(), c) == nonTerminals.end()) {

nonTerminals.push\_back(c);

}

} else if (find(terminals.begin(), terminals.end(), c) == terminals.end()) {

terminals.push\_back(c);

}

}

}

terminals.push\_back('$'); // Add end-of-input marker

}

void SLRParser::computeFirst(char symbol, set<char>&firstSet) {

if (first.find(symbol) != first.end()) {

firstSet.insert(first[symbol].begin(), first[symbol].end());

return;

}

if (find(terminals.begin(), terminals.end(), symbol) != terminals.end()) {

firstSet.insert(symbol);

return;

}

for (const auto&rhs : productions[symbol]) {

if(rhs[0] == symbol) continue;

bool allDeriveEpsilon = true;

for (char c :rhs) {

set<char>tempFirst;

computeFirst(c, tempFirst);

firstSet.insert(tempFirst.begin(), tempFirst.end());

if (tempFirst.find('e') == tempFirst.end()) {

allDeriveEpsilon = false;

break;

}

}

if (allDeriveEpsilon) {

firstSet.insert('e');

}

}

first[symbol] = firstSet;

}

void SLRParser::computeFollow(char symbol, set<char>&followSet, set<char>& processed) {

if (processed.find(symbol) != processed.end()) return;

processed.insert(symbol);

if (symbol == startSymbol) {

followSet.insert('$');

}

for (const auto& [left, rights] : productions) {

for (const auto&right : rights) {

auto pos = right.find(symbol);

if (pos != string::npos) {

if (pos == right.length() - 1) {

if (left != symbol) {

set<char>tempFollow;

computeFollow(left, tempFollow, processed);

followSet.insert(tempFollow.begin(), tempFollow.end());

}

} else {

set<char>tempFirst;

computeFirst(right[pos + 1], tempFirst);

followSet.insert(tempFirst.begin(), tempFirst.end());

if (tempFirst.find('e') != tempFirst.end()) {

if(left != symbol){

set<char>tempFollow;

computeFollow(left, tempFollow, processed);

followSet.insert(tempFollow.begin(), tempFollow.end());

}

}

}

}

}

}

follow[symbol] = followSet;

}

vector<pair<char, string>>SLRParser::closure(const vector<pair<char, string>>& kernel) {

vector<pair<char, string>> result = kernel;

bool changed;

do {

changed = false;

vector<pair<char, string>>newItems;

for (const auto& [left, right] : result) {

auto dotPos = right.find('.');

if (dotPos != right.length() - 1) {

char nextSymbol = right[dotPos + 1];

if (isupper(nextSymbol)) {

for (const auto&prod : productions[nextSymbol]) {

pair<char, string>newItem = {nextSymbol, "." + prod};

if (find(result.begin(), result.end(), newItem) == result.end() && find(newItems.begin(), newItems.end(), newItem) == newItems.end()) {

newItems.push\_back(newItem);

changed = true;

}

}

}

}

}

result.insert(result.end(), newItems.begin(), newItems.end());

} while (changed);

return result;

}

void SLRParser::buildItemSets() {

vector<pair<char, string>>initialItem = {{startSymbol, "." + productions[startSymbol][0]}};

itemsets.push\_back(closure(initialItem));

for (size\_ti = 0; i<itemsets.size(); i++) {

map<char, std::vector<pair<char, std::string>>>symbolGroups;

for (const auto& [left, right] :itemsets[i]) {

auto dotPos = right.find('.');

if (dotPos != right.length() - 1) {

char nextSymbol = right[dotPos + 1];

string newRight = right;

swap(newRight[dotPos], newRight[dotPos + 1]);

symbolGroups[nextSymbol].push\_back({left, newRight});

}

}

for (const auto& [symbol, group] :symbolGroups) {

auto newItemset = closure(group);

auto it = find(itemsets.begin(), itemsets.end(), newItemset);

if (it == itemsets.end()) {

gotoTable[{i, symbol}] = itemsets.size();

itemsets.push\_back(newItemset);

} else {

gotoTable[{i, symbol}] = distance(itemsets.begin(), it);

}

}

}

}

void SLRParser::buildParsingTable() {

for (size\_ti = 0; i<itemsets.size(); i++) {

for (const auto& [left, right] :itemsets[i]) {

auto dotPos = right.find('.');

if (dotPos == right.length() - 1) { // Reduction case

if (left == startSymbol&& right == productions[startSymbol][0] + ".") {

actionTable[{i, '$'}] = "acc";

} else {

string productionRight = right.substr(0, right.length() - 1);

int ruleNumber = -1;

// Find the rule number

for (size\_t j = 0; j <productionRules.size(); j++) {

if (productionRules[j].left == left &&productionRules[j].right == productionRight) {

ruleNumber = j + 1;

break;

}

}

for (char terminal : follow[left]) {

actionTable[{i, terminal}] = "r" + to\_string(ruleNumber); // Use rule number

}

}

} else { // Shift case

char nextSymbol = right[dotPos + 1];

if (find(terminals.begin(), terminals.end(), nextSymbol) != terminals.end()) {

stringstream ss;

ss << "s" <<gotoTable[{i, nextSymbol}];

actionTable[{i, nextSymbol}] = ss.str();

}

}

}

for (char nonTerminal :nonTerminals) {

auto it = gotoTable.find({i, nonTerminal});

if (it != gotoTable.end()) {

stringstream ss;

ss << it->second;

actionTable[{i, nonTerminal}] = ss.str();

}

}

}

}

void SLRParser::buildParser() {

for (char nonTerminal :nonTerminals) {

set<char>firstSet;

computeFirst(nonTerminal, firstSet);

}

for (char nonTerminal :nonTerminals) {

set<char>followSet, processed;

computeFollow(nonTerminal, followSet, processed);

}

buildItemSets();

buildParsingTable();

}

void SLRParser::displayResults() const {

cout<< "FIRST sets:\n";

for (const auto& [symbol, set] : first) {

cout<< symbol << ": {";

for (auto it = set.begin(); it != set.end(); ++it) {

if (it != set.begin()) std::cout<< ", ";

cout<< \*it;

}

cout<<"}\n";

}

cout<< "\nFOLLOW sets:\n";

for (const auto& [symbol, set] : follow) {

cout<< symbol << ": {";

for (auto it = set.begin(); it != set.end(); ++it) {

if (it != set.begin()) cout<< ", ";

cout<< \*it;

}

cout<<"}\n";

}

cout<< "\nItem Sets:\n";

for (size\_ti = 0; i<itemsets.size(); i++) {

cout<< "I" <<i<<":\n";

for (const auto& [left, right] :itemsets[i]) {

cout<< " " << left << " -> " << right << "\n";

}

cout<< "\n";

}

cout<< "Parsing Table:\n";

cout<< " ";

for (char terminal : terminals) cout<< terminal << "\t";

for (char nonTerminal :nonTerminals) cout<<nonTerminal<< "\t";

cout<< "\n";

for (size\_ti = 0; i<itemsets.size(); i++) {

cout<<i<< " ";

for (char symbol : terminals) {

auto it = actionTable.find({i, symbol});

if (it != actionTable.end()) {

for(const auto &action : it->second){

cout<< action << " ";

}

}

cout<< "\t";

}

for (char symbol :nonTerminals) {

auto it = actionTable.find({i, symbol});

if (it != actionTable.end()) {

for(const auto &action : it->second){

cout<< action << " ";

}

}

cout<< "\t";

}

cout<< "\n";

}

}

int main() {

vector<SLRParser::Production> productions = {

{'E', "E+T"},

{'E', "T"},

{'T', "T\*F"},

{'T', "F"},

{'F', "(E)"},

{'F', "i"}

};

productions.insert(productions.begin(), {'A', "E"});

SLRParserparser(productions, 'A');

parser.buildParser();

parser.displayResults();

return 0;

}  
  
  
  
  






  
