

# Compilers

Handles

### Bottom-up parsing uses two actions:

Shift
$$ABC|xyz \Rightarrow ABCx|yz$$

Reduce

$$Cbxy|ijk \Rightarrow CbA|ijk$$



- Left string can be implemented by a stack
  - Top of the stack is the
- Shift pushes a terminal on the stack
- Reduce
  - pops 0 or more symbols off of the stack
    - production rhs
  - pushes a non-terminal on the stack
    - production <u>lhs</u>

How do we decide when to shift or reduce?

• Example grammar:

$$E \rightarrow T + E \mid T$$
  
 $T \rightarrow int * T \mid int \mid (E)$ 

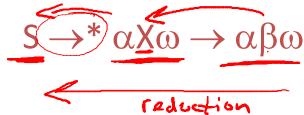
Consider step int | \* int + int



- We could reduce by  $T \rightarrow int giving T \mid * int + int$
- A fatal mistake!
  - No way to reduce to the start symbol E

 Intuition: Want to reduce only if the result can still be reduced to the start symbol

Assume a rightmost derivation



• Then  $\alpha\beta$  is a handle of  $\alpha\beta\omega$ 

- Handles formalize the intuition
  - A handle is a reduction that also allows further reductions back to the start symbol

We only want to reduce at handles

 Note: We have said what a handle is, not how to find handles Given the grammar at right, identify the handle for the following shift-reduce parse state: E' + -id | + -(id + id)

- $\circ$  id
- O -id
- $\bigcirc$  E' + -E'

## Handles

$$E \rightarrow E' \mid E' + E$$

$$E' \rightarrow -E' \mid id \mid (E)$$

Important Fact #2 about bottom-up parsing:

In shift-reduce parsing, handles appear only at the top of the stack, never inside

Informal induction on # of reduce moves:

- True initially, stack is empty
- Immediately after reducing a handle
  - right-most non-terminal on top of the stack <</p>
  - next handle must be to right of right-most nonterminal, because this is a right-most derivation
  - Sequence of shift moves reaches next handle



 In shift-reduce parsing, handles always appear at the top of the stack

- Handles are never to the left of the rightmost nonterminal
  - Therefore, shift-reduce moves are sufficient; the need never move left
- Bottom-up parsing algorithms are based on recognizing handles