

5. otherwise void.

6. the initial state $[S^1 \rightarrow \cdot S]$

GOTO

| Action | S | A | B | a | c |
|--------|------------|-------|-------|-------|-------|
| p_0 | shift | p_1 | p_2 | | p_3 |
| p_1 | acc | | | | |
| p_2 | shift | | | p_4 | p_5 |
| p_3 | shift | p_6 | p_8 | p_7 | p_3 |
| p_4 | reduce (1) | | | | |
| p_5 | reduce (4) | | | | |
| p_6 | reduce (2) | | | | |
| p_7 | reduce (3) | | | | |

Remarks:

1) $S^1 \rightarrow S$ eliminates conflict between accept and reduce.

2) when action == acc OR action == reduce \rightarrow goto void.

3) A grammar is LR(0). if the LR(0) table does not contain conflicts

4) conflicts: shift - reduce. $n \ni [A \rightarrow R, \beta] , \beta \neq \emptyset$.

$\exists [B \rightarrow \delta]$

reduce - reduce $n: \exists [A \rightarrow R_i], \text{ and } [B \rightarrow R_j]$

8.12.2015

LR(0) Parber

3) config + moves

$(\alpha \downarrow, \beta \uparrow, \pi)$
working set input stack
stack (prod.)

initial config: $(\$ \triangleright_0, w \$, \epsilon)$

final config: $(\$ \triangleright_{acc}, \$, \pi)$

Moves

- 1) Shift : $(\$ \triangleright_0 \dots X_i \triangleright_i, a \triangleright \$, \pi) \xrightarrow{\text{if action}(\triangleright_i) = \text{shift}} (\$ \triangleright_0 \dots X_i \triangleright_i a \triangleright_j, w \$, \pi)$
- 2) Reduce $(\$ \triangleright_0 \dots X_i \triangleright_i \underbrace{X_{i+1} \triangleright_{i+1} \dots X_{i+m} \triangleright_{i+m}}_{R_m}, w \$, \pi) \xrightarrow{\text{if action}(\triangleright_{i+m}) = \text{reduce } n}$
- 3) Accept $(\$ \triangleright_i, \$, \pi) \xrightarrow{\text{if action}(\triangleright_i) = \text{acc}}$
- 4) Otherwise : ERROR

conflicts:

shift-reduce

reduce-reduce $\Rightarrow \{[A \rightarrow \alpha], [B \rightarrow \beta]\}$

SLR (Simple LR(1))

- use LR(0) com. collect.

- when performing reduce look at prediction of length 1.

- construct com. collection of states. \rightarrow LR(0) ✓

- construct SLR table.

- def config + moves

| SLR | | action $\leftarrow \Sigma \cup \{\$\}$ | goto $\leftarrow N \times S^*$ |
|--------------|--------------------|--|--------------------------------|
| states | moves | | |
| shift + goto | reduce(α) | | accept(goto) |

Rules for SLR table.

- 1) if $n_i \ni [A \rightarrow \alpha \cdot \beta], \beta \neq \epsilon$ $\left\{ \begin{array}{l} \text{action } (p_i, u) = \text{shift } n_j \\ \text{goto } (p_i, u) = p_j \end{array} \right. \Rightarrow \text{action } (p_i, u) = \text{shift } n_j$
- 2) $\left\{ \begin{array}{l} \text{if } [A \rightarrow \alpha \cdot \beta] \in p_i, A \notin S^* \\ b \in \text{FOLLOW}(A) \end{array} \right. \Rightarrow \text{action } (p_i, b) = \text{reduce } (M)$
- (3) $A \rightarrow \alpha \cdot \beta \in P$
- 3) if $[S' \rightarrow S.] \in p_i$ then $\text{action } (p_i, \$) = \text{accept}$
- 4) $\text{goto } (p_i, A) = n_j$ if $\text{goto } (p_i, A) = p_j$
- 5) $[S' \rightarrow .S]$ - initial state or otherwise error.

SLR config - LR(0) config.

- 1) if $\text{action } (p_i, a) = \text{shift}$.
- 2) if $\text{action } (p_{i+m}, b) = \text{reduce } M$.

A gr is SLR if SLR table does not contain conflicts.

LR(1) Parser

$[A \rightarrow \alpha \cdot \beta, u]$
Kernel \uparrow
 $\text{prod. } |u|=1$

- 1) Create com. collect of states.
- 2) contr. LR(1) table
- 3) Def config + moves.

- 1) Alg com. col LR(1).

input G'

output $E_1 = \{p_0, \dots, p_n\}$

$p_0 = \text{downs}(\{S' \rightarrow .S, \$\})$

$B_1 = h(p_0, h)$

Repeat.

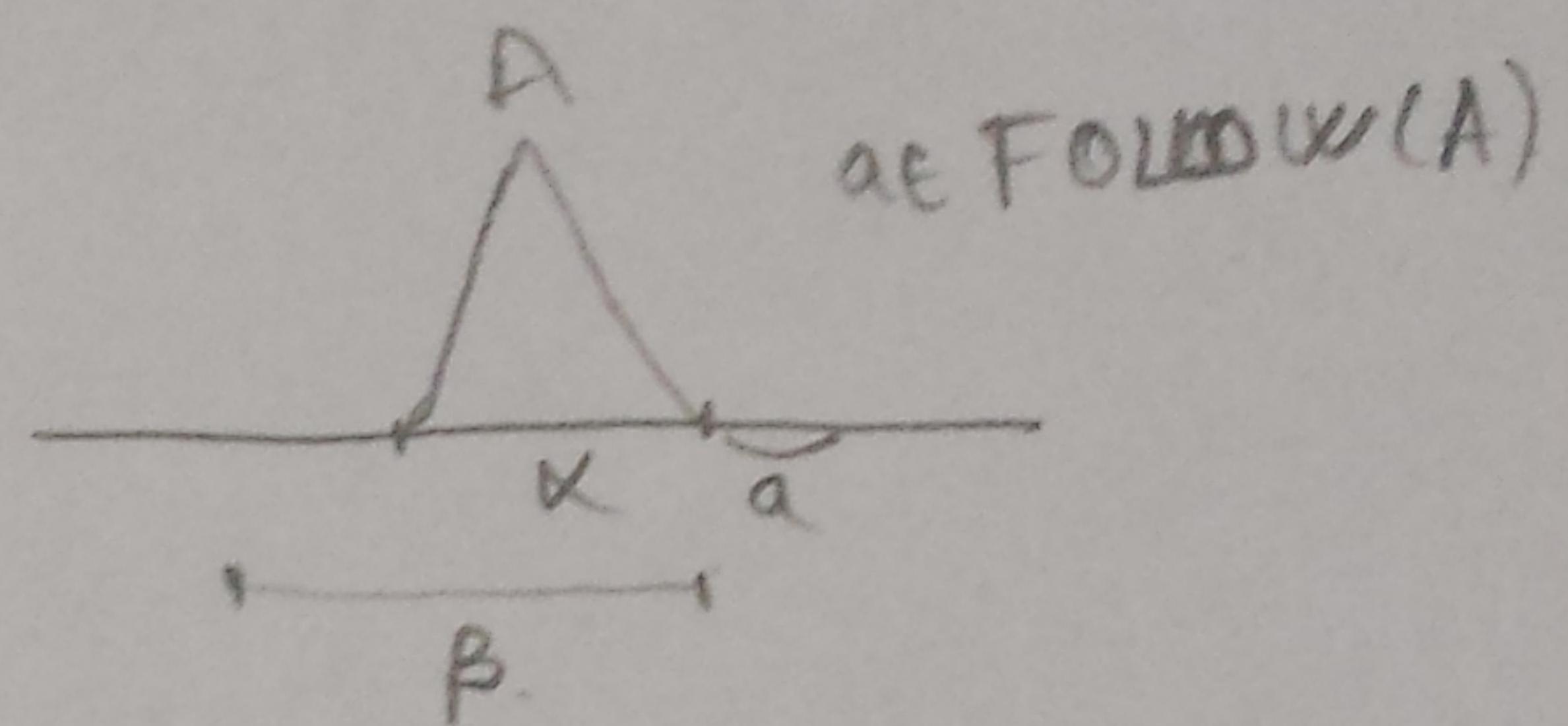
for $u \in E_1$, do.

 for $t \in X \in \Sigma$ do

$T = \text{goto}_1(u, t)$

 if $T \neq \emptyset$ and $T \in E_1$ then $E_1 \text{.append}(T)$

until E_1 is unchanged



Alg goto 1 $\mathcal{P}(\mathcal{E}_1) \times (\mathcal{N} \cup \Sigma) \rightarrow \mathcal{P}(\mathcal{B}_1)$.

$\text{goto}_1(S, X) = \text{closure}(\{ [A \rightarrow \alpha \cdot X \beta, u] \mid [A \rightarrow \alpha \cdot X \beta, u] \in S \})$.

Alg closure

input G' , FIRST, I

output C_1

$C_1 = \emptyset$

Repeat.

for $\forall [A \rightarrow \alpha \cdot B\beta, u] \in C_1$ do.

 for $\forall B \rightarrow \delta \in P$ do.

 for $\forall v \in \text{FIRST}(\beta u)$ do.

$C_1.\text{append}([B \rightarrow \cdot \delta, v])$.

until C_1 is not changed.

Example. $S' \rightarrow S$.

i) $S \rightarrow AA$

$A \rightarrow aA$

$A \rightarrow b$

$[A \rightarrow \alpha \cdot B\beta, u]$ - valid for δ^α
 $u \in \text{FIRST}(\beta)$.

$S \xrightarrow{n} \delta A w \Rightarrow \delta^\alpha B \beta w \xrightarrow{n} \delta^\alpha B w' w \Rightarrow$
 $\delta \xrightarrow{n} \delta^\alpha \beta w' w,$

$B \rightarrow \cdot \delta, \boxed{v} []$ $v \in \text{FIRST}(w' w)$.
 $v \in F_{\dots}(\beta u)$ $\text{FIRST}(w' w) = F(w') \oplus F(w) =$
 $= \text{FIRST}(\beta) \oplus u = F(\beta u).$

$D_0 = \text{closure}(\{ [S' \rightarrow \cdot S, \$] \}) = \{ [S' \rightarrow \cdot S, \$], [S \rightarrow \cdot AA, \$],$
 $[A \rightarrow \cdot aA, a], [A \rightarrow \cdot aA, b], [A \rightarrow \cdot b, a], [A \rightarrow \cdot b, b] \}$ $\text{First}(A) = \{a, b\}$