Lexical Analysis & Parsing

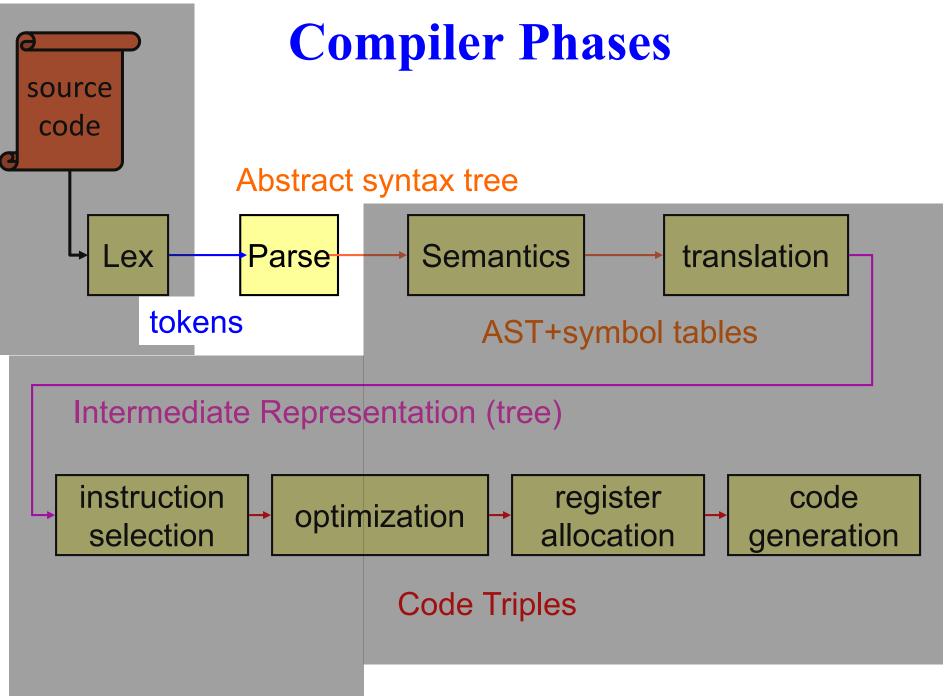
15-411/15-611 Compiler Design

Seth Copen Goldstein

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Today – part 2

- Languages and Grammars
- Context Free Grammars
- Derivations & Parse Trees
- Ambiguity
- Top-down parsers
- FIRST, FOLLOW, and NULLABLE
- Bottom-up parsers



FIRST sets

- We use next k characters in input stream to guide the selection of the proper production.
- Given: A := $\alpha \mid \beta$ we want next input character to decide between α and β .
- FIRST(α) = set of terminals that can begin any string derived from α .
- IOW: $\mathbf{a} \in \mathsf{FIRST}(\alpha)$ iff $\alpha \Rightarrow^* \mathbf{a} \gamma$ for some γ

• FIRST(α) \cap FIRST(β) = \emptyset \rightarrow no backtracking needed

Computing FIRST(α)

- Given X := A B C, FIRST(X) = FIRST(A B C)
- Can we ignore B or C?
- Consider:

Computing FIRST(α)

- Given X := A B C, FIRST(X) = FIRST(A B C)
- Can we ignore B or C?
- Consider:

```
A := a
|
B := b
| A
C := c
```

- FIRST(X) must also include FIRST(C)
- IOW:
 - Must keep track of NTs that are nullable
 - For nullable NTs, determine FOLLOWS(NT)

nullable(A)

- nullable(A) is true if A can derive the empty string
- For example:

In this case, nullable(X) = nullable(Y) = true nullable(B) = false

FOLLOW(A)

- FOLLOW(A) is the set of terminals that can immediately follow A in a sentential form.
- I.e., $a \in FOLLOW(A)$ iff $S \Rightarrow^* \alpha Aa\beta$ for some α and β

Top-Down Parsing

- Can be constructed by hand
- LL(k) grammars can be parsed
 - Left-to-right
 - Leftmost-derivation
 - with k symbols lookahead
- Often requires
 - left-factoring
 - Elimination of left-recursion

Bottom-up parsers

 What is the inherent restriction of topdown parsing, e.g., with LL(k) grammars?

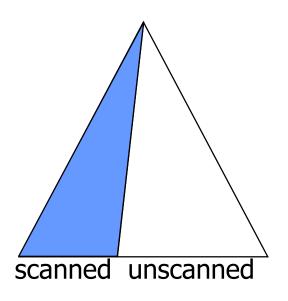
Bottom-up parsers

- What is the inherent restriction of topdown parsing, e.g., with LL(k) grammars?
- Bottom-up parsers use the entire righthand side of the production
- LR(k):
 - Left-to-right parse,
 - Rightmost derivation (in reverse),
 - k look ahead tokens

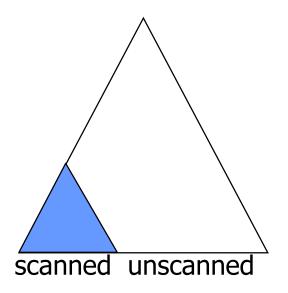
Top-down vs. Bottom-up

LL(k), recursive descent

LR(k), shift-reduce



Top-down



Bottom-up

Example - Top-down

Is this grammar LL(k)?

How can we make it LL(k)?

What about a bottom up parse?

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Example - Bottom-up

right-most derivation:



LR parser gets to look at an entire right hand side.

Left-to-Right, Rightmost in reverse

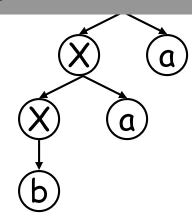
baa

Xaa

Xa

X

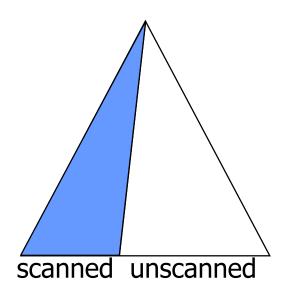
S



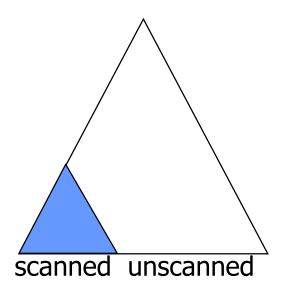
Top-down vs. Bottom-up

LL(k), recursive descent

LR(k), shift-reduce



Top-down



Bottom-up

A Rightmost Derivation

```
1 S := Exp
```

$$2 Exp := Exp + Term$$

$$3 Exp := Exp - Term$$

S

by
$$1 \Rightarrow Exp$$

by
$$2 \Rightarrow Exp + Term$$

by
$$5 \Rightarrow Exp + Term * Factor$$

by 8
$$\Rightarrow$$
 Exp + Term * id_x

by
$$7 \Rightarrow \text{Exp} + \text{Factor} * id_x$$

by
$$9 \Rightarrow \text{Exp} + \text{int}_3 * \text{id}_x$$

by
$$4 \Rightarrow \text{Term} + \text{int}_3 * \text{id}_x$$

by
$$7 \Rightarrow Factor + int_3 * id_x$$

by
$$9 \Rightarrow int_2 + int_3 * id_x$$

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```
int_2 + int_3 * id_x
Factor + int<sub>3</sub> * id<sub>4</sub>
        Lets keep track of where we are in the input.
Exp +
Exp + Factor * id,
Exp + Term * id,
Exp + Term * Factor
Exp + Term
Exp
```

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$$int_2 + int_3 * id_x $$$

 $+ int_3 * id_x $$ int,

+ $int_3 * id_x $$ Factor

+ $int_3 * id_x $$ Term

+ int, * id, \$ Exp

int₃ * id_x \$ Exp +

* id_x \$ Exp + int₃

* id, \$ Exp + Factor

* $id_x $$ Exp + Term

Exp + Term * id_x \$

\$ Exp + Term * id_x

Exp + Term * Factor

Exp + Term

Exp

$$int_2 + int_3 * id_x $$$

int,

+ $\operatorname{int}_3 * \operatorname{id}_x \$$

Factor

+ int₃ * id_x \$

Term

 $+ int_3 * id_x $$

Exp

+ int₃ * id_x \$

Exp +

 int_3*id_x \$

 $Exp + int_3$

* id_x \$

Exp + Factor

* id, \$

Exp + Term

* $id_x $$

Exp + Term *

 $id_x $$

Exp + Term * id_x

\$

LR-Parser either:

- 1. shifts a terminal or
- 2. reduces by a production.

 $int_2 + int_3 * id_x$ \$ shift 2

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 int_2 + $int_3 * id_x $$

Factor $+ int_3 * id_x $$

Term $+ int_3 * id_x $$

Exp $+ int_3 * id_x $$

Exp + $int_3 * id_x $$

 $exp + int_3$ * id_x \$

Exp + Factor * id_x \$

Exp + Term * id_x \$

Exp + Term * $id_x $$

Exp + Term * id_x \$

Exp + Term * Factor

Exp + Term

Exp

$$int_2 + int_3 * id_x$$
\$ shift 2

+
$$int_3 * id_x $$$

reduce by
$$F \rightarrow int$$

Factor

Term

Exp

Exp +

Exp + int₃

Exp + Factor

Exp + Term

Exp + Term *

Exp + Term * id_x

Exp + Term * Factor

Exp + Term

Exp

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When we reduce by a production: $A \rightarrow \beta$, β is on right side of sentential form.

E.g., here β is 'int' and production is $F \rightarrow int$

* $id_x $$

* id_x \$

* $id_x $$

 id_x \$

\$

\$

\$

 $int_2 + int_3 * id_x $$

shift 2

 int_2

+ int₃ * id_x \$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ int₃ * id_x \$

Exp

 $+ int_3 * id_x $$

Exp +

 int_3*id_x \$

 $Exp + int_3$

* $id_x $$

Exp + Factor

 $*id_x$ \$

Exp + Term

* $id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

\$

Exp + Term

\$

Exp

 $int_2 + int_3 * id_x$ \$

shift 2

 int_2

+ $int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ int₃ * id_x \$

+ int, * id, \$

reduce by $T \rightarrow E$

Exp

Exp +

 $Exp + int_3$

Exp + Factor

Exp + Term

Exp + Term *

Exp + Term * id_x

Exp + Term * Factor

Exp + Term

Exp

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int₃ * id_x \$

* $id_x $$

 $*id_x$ \$

* id_x \$

 id_x \$

\$

\$

\$

 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ $int_3 * id_x $$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

int₃ * id_x \$

shift +

Exp +

 $Exp + int_3$

* id_x \$

Exp + Factor

* id, \$

Exp + Term

* $id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ $int_3 * id_x $$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

int₃ * id_x \$

shift 3

 $Exp + int_3$

Exp + Factor

* id, \$

* id_x \$

Exp + Term

* $id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ $int_3 * id_x $$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

int₃ * id_x \$

shift 3

 $Exp + int_3$

* id_x \$

reduce by $F \rightarrow int$

Exp + Factor

* id, \$

* $id_x $$ Exp + Term

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

 $int_2 + int_3 * id_x $$

shift 2

int₂

+ $int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ $int_3 * id_x $$

reduce by $T \rightarrow E$

Exp

+ $int_3 * id_x $$

shift +

Exp +

 int_3*id_x \$

shift 3

 $Exp + int_3$

* id_x \$

reduce by $F \rightarrow int$

Exp + Factor

* id_x \$

reduce by $F \rightarrow T$

Exp + Term

* **id**_x \$

Exp + Term *

 $id_x $$

Exp + Term * id_x

\$

Exp + Term * Factor

Ş

Exp + Term

\$

Exp

\$

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S

 $int_2 + int_3 * id_x$ \$

int,

+ int $_3$ * id $_x$ \$

shift 2

Factor

+int₃*id_x\$

reduce by $F \rightarrow int$

Term

+ int₃ * id_x \$

reduce by $T \rightarrow F$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

int₃ * id_x \$

shift 3

 $Exp + int_3$

* id_x \$

reduce by $F \rightarrow int$

Exp + Factor

* $id_x $$

reduce by $F \rightarrow T$

Exp + Term

* $id_x $$

shift *

Exp + Term *

 $id_x $$

Exp + Term * id_x

\$

Exp + Term * Factor

\$

Exp + Term

\$

Exp

 $int_2 + int_3 * id_x$ \$

int,

 $+ int_3 * id_x $$

shift 2

Factor

+ int₃ * id_x \$

reduce by $F \rightarrow int$

Term

+ $int_3 * id_x $$

reduce by $T \rightarrow F$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

int₃ * id_x \$

shift 3

 $Exp + int_3$

* id_x \$

reduce by $F \rightarrow int$

Exp + Factor

* id, \$

reduce by $F \rightarrow T$

Exp + Term

* $id_x $$

shift *

Exp + Term *

 id_x \$

shift x

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

int₂

Factor

Term

Exp

Exp +

 $Exp + int_3$

Exp + Factor

Exp + Term

Exp + Term *

Exp + Term * id_x

Exp + Term * Factor

Exp + Term

Exp

 $int_2 + int_3 * id_x$ \$

+ $int_3 * id_x $$

+ int₃ * id_x \$

+ int₃ * id_x \$ + int₃ * id_x \$

int₃ * id_x \$

 $*id_x$ \$

* $id_x $$

 $*id_x $$

 $id_x $$

\$

\$

\$

\$

shift 2

reduce by $F \rightarrow int$

reduce by $T \rightarrow F$

reduce by $T \rightarrow E$

shift +

shift 3

reduce by $F \rightarrow int$

reduce by $F \rightarrow T$

shift *

shift x

reduce by $F \rightarrow id$

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int,

 $+ int_3 * id_x $$

 $int_2 + int_3 * id_x$ \$

shift 2

Factor

reduce by $F \rightarrow int$

Term

 $+ int_3 * id_x$ \$

reduce by $T \rightarrow F$

Exp

+ $int_3 * id_x $$ + int₃ * id_x \$

reduce by $T \rightarrow E$

Exp +

int₃ * id_x \$

shift +

Exp + int₃

* id_x \$

shift 3

Exp + Factor

* id, \$

reduce by $F \rightarrow int$

Exp + Term

* $id_x $$

reduce by $F \rightarrow T$

Exp + Term *

 id_x \$

shift * shift x

Exp + Term * id_x

\$

reduce by $F \rightarrow id$

Exp + Term * Factor

reduce by $T \rightarrow T * F$

Exp + Term

\$

Exp

	\mathbf{L}_{1}	311111 2
int ₂	$+int_3*id_x$ \$	reduce by $F \rightarrow int$
Factor	$+int_3*id_x$ \$	reduce by $T \rightarrow F$

Term

Exp

Exp +

Exp + int₃

Exp + Factor

Exp + Term

Exp + Term *

Exp + Term * id_x

Exp + Term * Factor

Exp + Term

Exp

int + int * id \$ shift 2

+ int₃ * id_x \$ reduce by $T \rightarrow E$

 $+ int_3 * id_x $$ shift +

int₃ * id_x \$ shift 3

* id_x \$ reduce by $F \rightarrow int$

* id, \$ reduce by $F \rightarrow T$

* $id_x $$ shift *

 id_x \$ shift x

reduce by $F \rightarrow id$

reduce by $T \rightarrow T * F$

reduce by $E \rightarrow E + T$

\$

\$

\$

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	$int_2 + int_3 * id_x $ \$	shift 2
int ₂	$+int_3*id_x$ \$	reduce by $F \rightarrow int$
Factor	$+int_3*id_x$ \$	reduce by $T \rightarrow F$
Term	$+int_3*id_x$ \$	reduce by $T \rightarrow E$
Exp	$+int_3*id_x$ \$	shift +
Exp +	$int_3 * id_x $$	shift 3
$Exp + int_3$	$*id_x$ \$	reduce by $F \rightarrow int$
Exp + Factor	$*id_x$ \$	reduce by $F \rightarrow T$
Exp + Term	$*id_x$ \$	shift *
Exp + Term *	id _x \$	shift x
Exp + Term * id _x	\$	reduce by $F \rightarrow id$
Exp + Term * Factor	\$	reduce by T \rightarrow T * F
Exp + Term	\$	reduce by $E \rightarrow E + T$
Exp	\$	reduce by $S \rightarrow E$

	$int_2 + int_3 * id_x $$	shift 2
int ₂	$+int_3*id_x$ \$	reduce by $F \rightarrow int$
Factor	$+int_3*id_x$ \$	reduce by $T \rightarrow F$
Term	+ $int_3 * id_x $$	reduce by $T \rightarrow E$
Ехр	$+int_3*id_x$ \$	shift +
Exp +	int_3*id_x \$	shift 3
Exp + int ₃	$*id_x$ \$	reduce by $F \rightarrow int$
Exp + Factor	$*id_x$ \$	reduce by $F \rightarrow T$
Exp + Term	* id_x \$	shift *
Exp + Term *	id_x \$	shift x
Exp + Term * id _x	\$	reduce by $F \rightarrow id$
Exp + Term * Factor	\$	reduce by T \rightarrow T * F
Exp + Term	\$	reduce by $E \rightarrow E + T$
Exp	\$	reduce by $S \rightarrow E$

accept!

 $int_2 + int_3 * id_x$ \$ shift 2

 $+ int_3 * id_x $$ int,

+ int₃ * id_x \$ **Factor**

+ $int_3 * id_x $$ Term

+ int, * id, \$ Exp

int₃ * id_x \$ Exp +

* id_x \$ Exp + int₃

* id, \$ Exp + Factor

* $id_x $$ Exp + Term

Exp + Term * id_x \$

Exp + Term * id_x \$

Exp + Term * Factor

Exp + Term

\$

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Exp

 $int_2 + int_3 * id_x$ \$

shift 2

 int_2

+ $int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ $int_3 * id_x $$

Term

 $+ int_3 * id_x $$

Exp

+ int₃ * id_x \$

Exp +

 int_3*id_x \$

 $Exp + int_3$

* $id_x $$

Exp + Factor

* id_x \$

Exp + Term

 $*id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

\$

Exp + Term

\$

Exp

\$

 $\frac{1}{2}$

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 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ $int_3 * id_x$ \$

reduce by $T \rightarrow E$

Exp

+ int, * id, \$

Exp +

int₃ * id_x \$

Exp + int₃

* id_x \$

Exp + Factor

* id, \$

Exp + Term

* $id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

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 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ int₃ * id_x \$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

int₃ * id_x \$

shift +

Exp +

* id_x \$ Exp + int₃

Exp + Factor

* id, \$

Exp + Term

* $id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ int₃ * id_x \$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

 int_3*id_x \$

shift 3

Exp + int₃

* id_x \$

Exp + Factor

* id, \$

Exp + Term

* $id_x $$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

int,

 $int_2 + int_3 * id_x$ \$

shift 2

Factor

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Term

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Exp

+ int₃ * id_x \$

reduce by $T \rightarrow E$

Exp +

+ int₃ * id_x \$

shift +

Exp + int₃

int₃ * id_x \$

shift 3

Exp + Factor

* $id_x $$

reduce by $F \rightarrow int$

Exp + Term

* $id_x $$

* id, \$

Exp + Term *

 $id_x $$

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

3

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Handles

- LR parsing is handle pruning
- LR parsing finds a rightmost derivation (in reverse)
- A handle in γ , a right-hand sentential form, is
 - a position in γ matching β
 - a production A $\rightarrow \beta$

$$S \to^* \alpha Aw \to \alpha \beta w$$

• if a grammar is unambiguous, then every γ has exactly 1 handle

 $int_2 + int_3 * id_x$ \$

shift 2

int,

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ int₃ * id_x \$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

int₃ * id_x \$

shift 3

Exp + int₃

* id_x \$

reduce by $F \rightarrow int$

Exp + Factor

* id, \$

Exp + Term

* $id_x $$

 id_x \$

Exp + Term *

Exp + Term * id_x

\$

Exp + Term * Factor

Exp + Term

\$

Exp

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Where is next handle?

 $int_2 + int_3 * id_x$ \$

shift 2

int₂

 $+ int_3 * id_x $$

reduce by $F \rightarrow int$

Factor

+ int₃ * id_x \$

reduce by $T \rightarrow F$

Term

+ int₃ * id_x \$

reduce by $T \rightarrow E$

Exp

+ int₃ * id_x \$

shift +

Exp +

 int_3*id_x \$

shift 3

 $Exp + int_3$

* $id_x $$

reduce by $F \rightarrow int$

Exp + Factor

p + ractor

* **id**_x \$

Exp + Term

* id_x \$

Exp + Term *

 id_x \$

Exp + Term * id_x

\$

Exp + Term * Factor

\$

Exp + Term

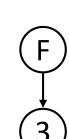
۲

\$

\$







Exp

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Where is next handle?

$$int_2 + int_3 * id_x$$
\$

+
$$int_3 * id_x $$$

$$+ int_3 * id_x $$$

$$Exp + int_3$$

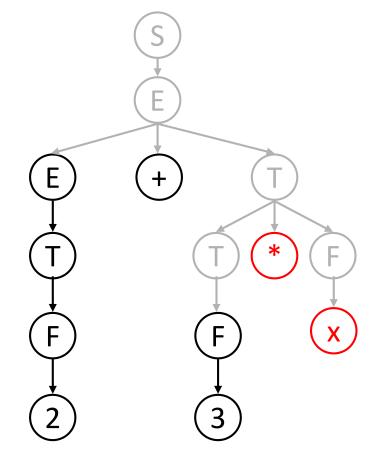
*
$$id_x$$
\$

*
$$id_x $$$

$$*id_x$$
\$

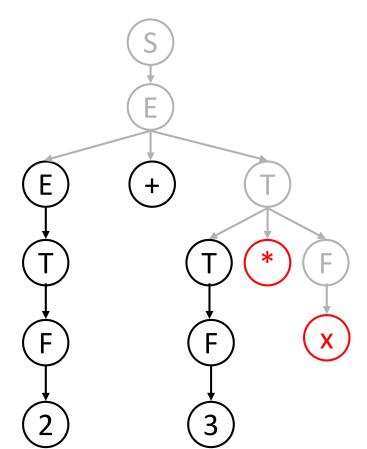
$$id_x$$
\$

Exp + Term *
$$id_x$$



Where is next handle? $E+F_{\bullet}^*x$ and $T \rightarrow F_{\bullet}$ \$ + int₃ * id_x \$ int_2 $+ int_3 * id_x $$ **Factor** + $int_3 * id_x $$ Term + int, * id, \$ Exp int₃ * id_x \$ Exp + * id_x \$ $Exp + int_3$ * $id_x $$ Exp + Factor * $id_x $$ Exp + Term Exp + Term * id_x \$ \$ Exp + Term * id_x Exp + Term * Factor

Exp + Term Exp



Handle Pruning

- LR parsing consists of
 - shifting til there is a handle on the top of the stack
 - reducing handle
- Key is handle is always on top of stack, i.e.,
 if β is a handle with A → β, then β can be
 found on top of stack.

int ₂ +	int	*	id	\$
	- 3		- Х	•

 $+ int_3 * id_x$ \$

 $+ int_3 * id_x$ \$

 $+ int_3 * id_x $$

 $+ int_3 * id_x$ \$

 int_3*id_x \$

 $*id_x$ \$

* $id_x $$

* $id_x $$

Exp + Term * id_x \$

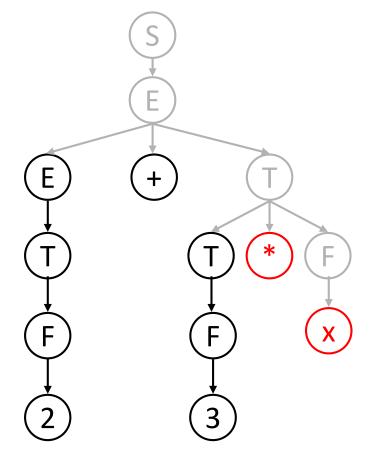
Exp + Term * id_x \$

Exp + Term * Factor

Exp + Term

Exp

top of stack does not have a handle, so must shift.



int,

Factor

Term

Exp

Exp +

 $Exp + int_3$

Exp + Factor

Exp + Term

 $int_2 + int_3 * id_x$ \$

 $+ int_3 * id_x $$

 $+ int_3 * id_x $$

+ $int_3 * id_x $$

+ int₃ * id_x \$

int₃ * id_x \$

* $id_x $$

* $id_x $$

* $id_x $$

 $id_x $$

\$

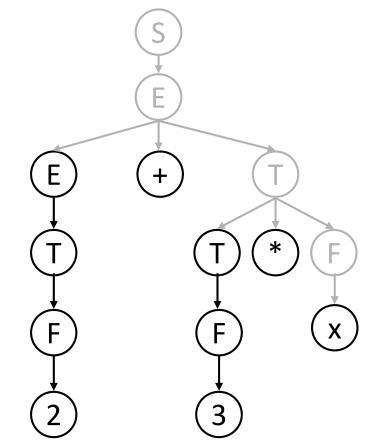
\$

\$

Exp + Term * Factor

Exp

Now, x is a handle.



int,

Factor

Term

Exp

Exp +

 $Exp + int_3$

Exp + Factor

Exp + Term

Exp + Term *

Exp + Term

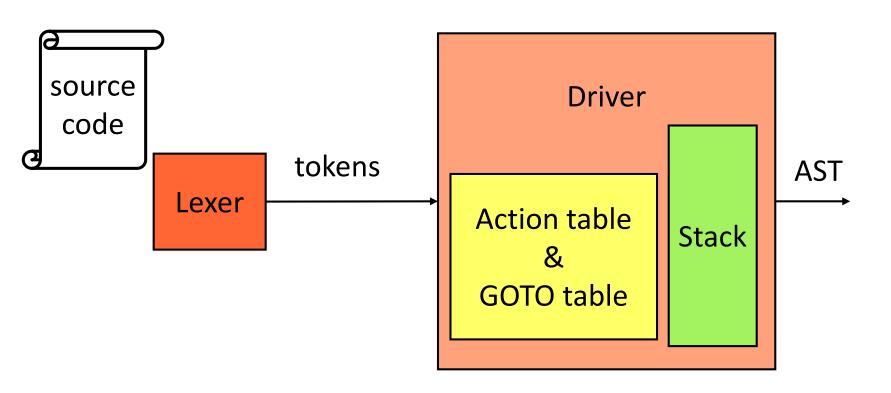
Exp + Term * id_x

A Shift-Reduce Parser

- Stack holds the viable prefixes.
- input stream holds remaining source
- Four actions:
 - shift: push token from input stream onto stack
 - reduce: right-end of a handle (β of A $\rightarrow \beta$) is at top of stack, pop handle (β), push A
 - accept: success
 - error: syntax error discovered

Key is recognizing handles efficiently

Table-driven LR(k) parsers



Push down automata: FSM with stack

Parser Loop

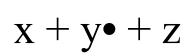
Driver

- Same code regardless of grammar
 - only tables change
- (Very) General Algorithm:
 - Based on table contents, top of stack, and current input character either
 - shift: pushes onto stack, reads next token
 - reduce: manipulate stack to simplify representation of already scanned input
 - accept: successfully scanned entire input
 - error: input not in language

Stack

Stack

- Represents the scanned input
- Contents?
- Reduced nonterminals not enough
- Must store previously seen states
 - the context of the current position
- In fact, nonterminals unnecessary
 - include for readability





Parser Tables

Action table & GOTO table

Action table

 given state s and terminal a tells parser loop what action (shift, reduce, accept, reject) to perform

Goto table

 used when performing reduction; given a state s and nonterminal X says what state to transition to

Parser Tables

Action table & GOTO table

sN push state N onto stack

rR reduce by rule R

gN goto state N

a accept

error

	action			go	to
state	ident	+	\$	Е	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

Parser Loop Revisited

Driver

```
while (true)
  s = state on top of stack
  a = current input token
  if(action[s][a] == sN)
                                     shift
     push N
     read next input token
  else if(action[s][a] == rR)
                                   reduce
     pop rhs of rule R from stack
     X = lhs of rule R
     N = state on top of stack
     push goto[N][X]
  else if(action[s][a] == a)
                                     accept
     return success
  else
                                     error
```

return failure © 2019-20 Goldstein

15-411/611

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

 $\begin{array}{c} \mathbf{1} \ \mathsf{E} \longrightarrow \mathsf{T} + \mathsf{E} \\ \mathbf{2} \ \mathsf{E} \longrightarrow \mathsf{T} \end{array}$

 $^{\circ}$ S \rightarrow E\$

 $^{3} T \rightarrow identifier$

Current input token = X State on top of the stack = 0

$$x + y$$
\$

(0,S)

Stack

	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = +
State on top of the stack = 3

$$x + y$$
\$

(3,x) (0,S)

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = +
State on top of the stack = 3

$$x + y$$
\$

(3,x) (0,S)

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = +
State on top of the stack = 3

$$x + y$$
\$

(3,x)

(0,S)

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = +
State on top of the stack = 0

$$x + y$$
\$

(3,x)

(0,S)

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = +
State on top of the stack = 2

$$x + y$$
\$

(2,T) (0,S)

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

$$^{3} T \rightarrow identifier$$

Current input token = +
State on top of the stack = 2

$$x + y$$
\$

(2,T) (0,S)

	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = **Y**

State on top of the stack = 4

$$x + y$$
\$

$$(4,+)$$

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = **Y**

State on top of the stack = 4

$$x + y$$
\$

	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

$$x + y$$
\$

$$(4,+)$$

	action			go	to
state	ident	+	\$	Е	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

Current input token = \$
State on top of the stack = 3

$$x + y$$
\$

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

(?,T)

$$(4,+)$$

	action			goto	
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

Current input token = \$
State on top of the stack = 2

$$x + y$$
\$

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

(2,T)

(4,+)

(2,T)

(0,S)

	action			goto	
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = \$
State on top of the stack = 2

$$x + y$$
\$

(2,T)

(4,+)

(2,T)

(0,S)

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

$$^{3} T \rightarrow identifier$$

Current input token = \$
State on top of the stack = 2

$$x + y$$
\$

(?,E)

$$(4,+)$$

	action			goto	
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

Current input token = \$
State on top of the stack = 5

$$x + y$$
\$

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

(5,E)

(4,+)

(2,T)

(0,S)

	action			go	to
state	ident	+	\$	Е	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

$$x + y$$
\$

$$(4,+)$$

	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

$$x + y$$
\$



	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

Current input token = \$
State on top of the stack = 1

$$x + y$$
\$

(1,E)

(0,S)

		action		go	oto
 state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4	r2	AC	ept.
3		r3	r3		
4	s3			g5	g2
5			r1		

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

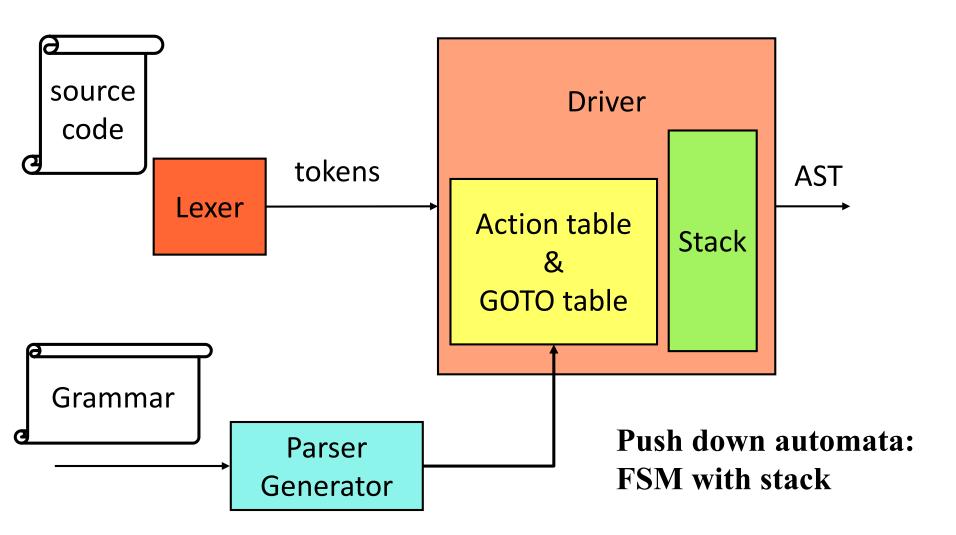
Current input token = \$
State on top of the stack = 1

$$x + y$$
\$

(1,E)

(0,S)

Table-driven LR(k) parsers



The parser generator

Parser Generator

- Finds handles
- Creates the action and GOTO tables.
- Creates the states
 - Each state indicates how much of a handle we have seen
 - each state is a set of items

Items

- Items are used to identify handles.
- LR(k) items have the form:
 [production-with-dot, lookahead]
- For example, $A \rightarrow a X b has 4 LR(0)$ items
 - $[A \rightarrow \bullet a X b]$
 - $[A \rightarrow a \bullet X b]$
 - $[A \rightarrow a X \bullet b]$
 - $[A \rightarrow a X b \bullet]$

The • indicates how much of the handle we have recognized.

What LR(0) Items Mean

- $[X \rightarrow \bullet \alpha \beta \gamma]$ input is consistent with $X \rightarrow \alpha \beta \gamma$
- $[X \rightarrow \alpha \bullet \beta \gamma]$ input is consistent with $X \rightarrow \alpha \beta \gamma$ and we have already recognized α
- $[X \to \alpha \beta \bullet \gamma]$ input is consistent with $X \to \alpha \beta \gamma$ and we have already recognized $\alpha \beta$
- $[X \to \alpha \beta \gamma \bullet]$ input is consistent with $X \to \alpha \beta \gamma$ and we can reduce to X

Generating the States

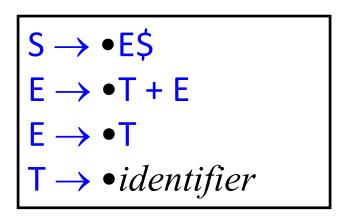
- Start with start production.
- In this case, "S \rightarrow E\$"

 $^{\circ}$ S → E\$ 1 E → T + E 2 E → T 3 T → identifier

 Each state is consistent with what we have already shifted from the input and what is possible to reduce. So, what other items should be in this state?

Completing a state

 For each item in a state, add in all other consistent items.



 $^{\circ}$ S → E\$ 1 E → T + E 2 E → T 3 T → identifier

 This is called, taking the closure of the state.

Closure*

```
closure(state)
  repeat
   foreach item A → a•Xb in state
    foreach production X → w
        state.add(X → •w)
  until state does not change
  return state
```

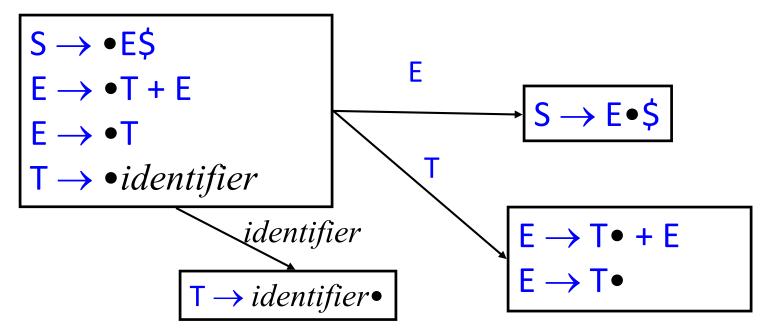
Intuitively:

Given a set of items, add all production rules that could produce the nonterminal(s) at the current position in each item

*: for LR(0) items

What about the other states?

- How do we decide what the other states are?
- How do we decide what the transitions between states are?
- 0 S \rightarrow E\$ 1 E \rightarrow T + E 2 E \rightarrow T
- 3 T \rightarrow identifier



Next(state, sym)

- Next function determines what state to goto based on current state and symbol being recognized.
- For Non-terminal, this is used to determine the GOTO table.
- For terminal, this is used to determine the shift action.

Constructing states

```
initial state = closure({start production})
state set.add(initial state)
state queue.push(initial state)
                                      A state is a set of
while(!state queue.empty())
                                        LR(0) items
   s = state queue.pop()
   foreach item A \rightarrow a \cdot Xb in s
     n = closure(next(s, X))
     if(!state set.contains(n))
                                      get "next" state
         state set.add(n)
         state queue.push(n)
```

Closure*

closure(
$$\{S \rightarrow \bullet E\$\}$$
) =

$$S \rightarrow \bullet E$$
\$

$${}^{0}S \rightarrow E$$
\$

$$^{1}E \rightarrow T + E$$

2
 E \rightarrow T

3
 T \rightarrow identifier

*: for LR(0) items

Closure*

$$closure(\{S \rightarrow \bullet E\$\}) =$$

$$S \rightarrow \bullet E$$
\$

$$E \rightarrow \bullet T + E$$

$$E \rightarrow \bullet T$$

$$T \rightarrow \bullet identifier$$

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

2
 E \rightarrow T

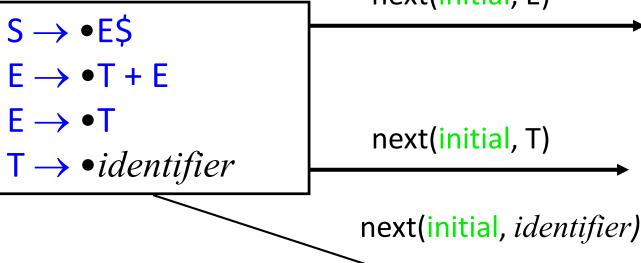
3
 T \rightarrow identifier

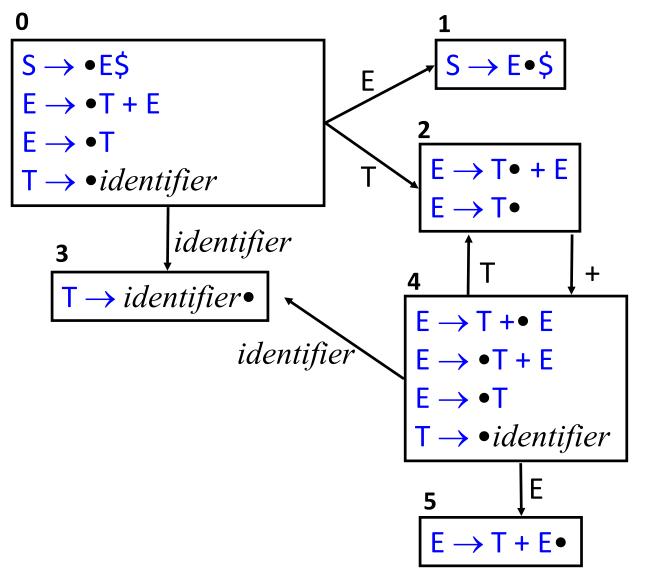
*: for LR(0) items

Next

```
next(state, X)
     ret = empty
                                                               ^{\circ} S \rightarrow E$
     foreach item A \rightarrow a \cdot Xb in state
                                                               ^{1}E \rightarrow T + E
          ret.add (A \rightarrow aX•b)
     return ret
                                                               ^{2} E \rightarrow T
                                                               ^{3} T \rightarrow identifier
                                   next(initial, E)
```

initial:





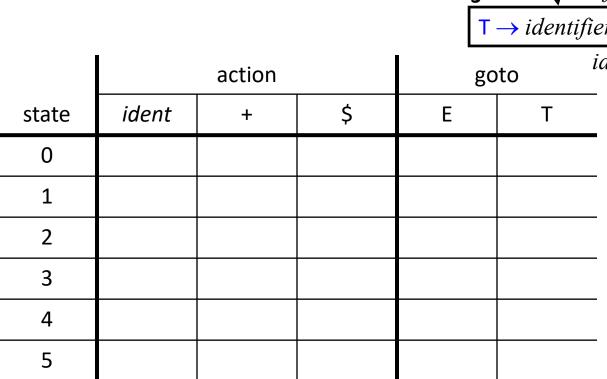
0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2}E \rightarrow T$$

 3 T \rightarrow identifier





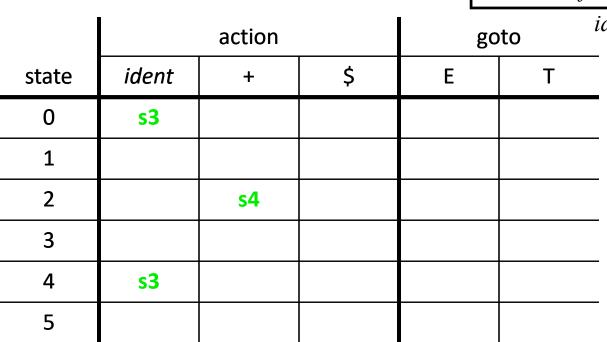
0	1
S → •E\$	$S \rightarrow E \bullet \$$
$E \rightarrow \bullet T + E$	2
E o ullet T	$E \rightarrow T \bullet + E$
$T \to \bullet identification T$	er $E \rightarrow T \bullet$
3 iden	tifier 1
$T \rightarrow identifi$	$\frac{1}{16er^{\bullet}}$ 4 T $\frac{1}{1}$
	── \ <u> </u>
goto	identifier $E \rightarrow \bullet T + E$
Т	E → •T
· '	$T \rightarrow \bullet identifier$
	_ <u>5</u> ↓ E
	$E \rightarrow T + E \bullet$
	-
	$^{-}$ S \rightarrow E\$
	$^{-}$ 1 E \rightarrow T + E
	_ 2

$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

shift

transition on terminal



0	
S → •E\$	$S \rightarrow E \bullet \$$
$E \rightarrow \bullet T + E$	2
$E \rightarrow \bullet T$	$T = E \rightarrow T \bullet + E$
$T \rightarrow \bullet identifier$	
3 identi	
$T \rightarrow identifier$	$r \bullet \mid \downarrow \qquad \uparrow \qquad \uparrow \qquad \uparrow$
	\exists
goto	
Т	E o ullet T
	$T \rightarrow \bullet identifier$
	$E \rightarrow T + E \bullet$
	0 S \rightarrow E\$
	$^{1} E \rightarrow T + E$
	2 E \rightarrow T

 3 T \rightarrow identifier

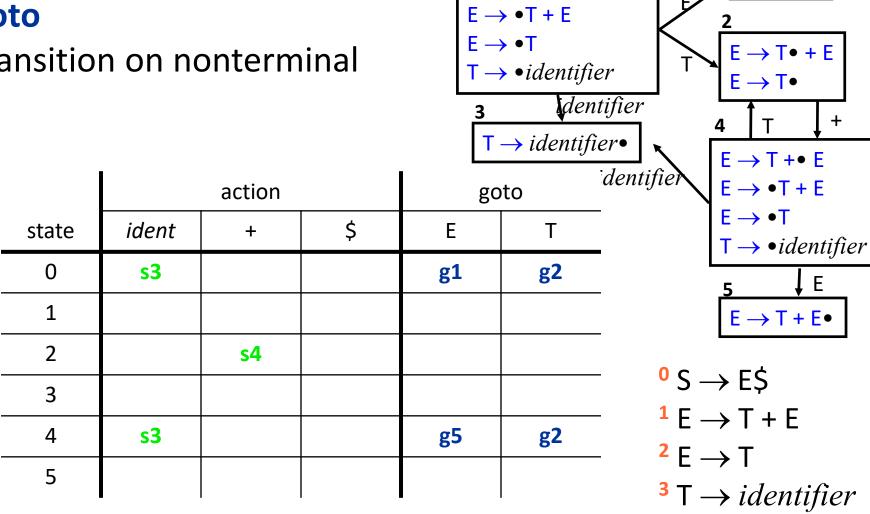
 $S \rightarrow \bullet E$ \$

 $S \rightarrow E \bullet $$

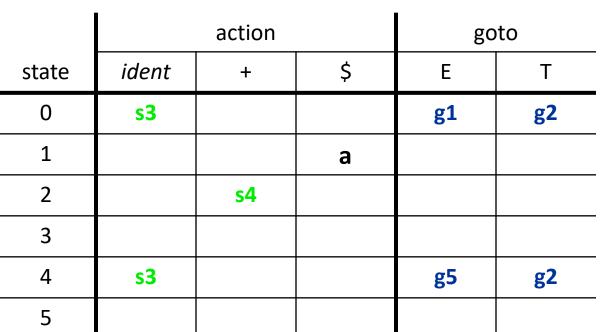
95

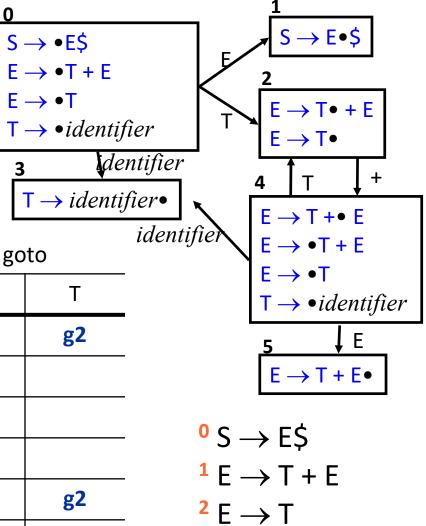
goto

transition on nonterminal









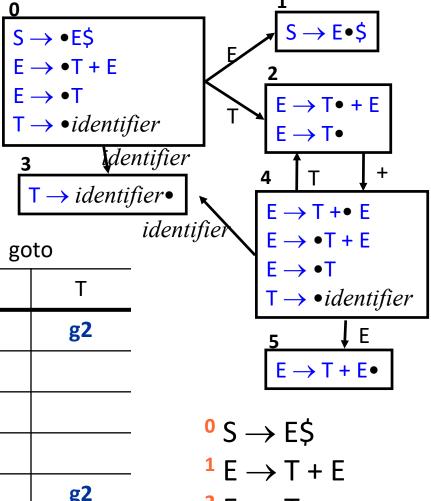
$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

reduce item has dot at end

 $A \rightarrow w^{\bullet}$

	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s4			
3					
4	s3			g5	g2
5					

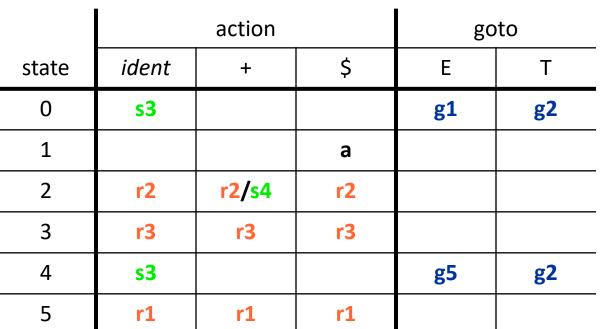


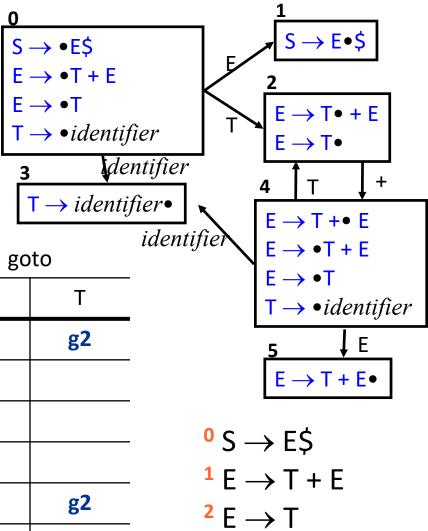
$$^{2}E \rightarrow T$$

3
 T \rightarrow identifier

LR(0)

No lookahead reduce state for *all* nonterminals



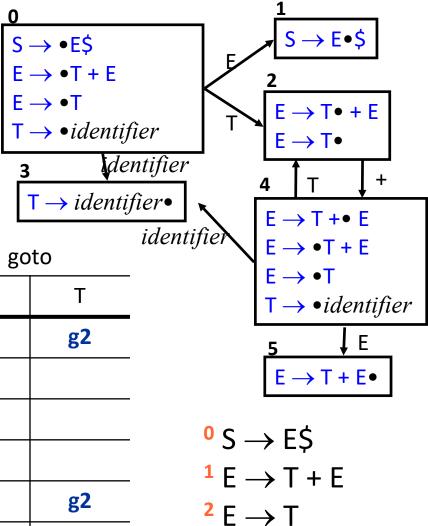


 3 T \rightarrow identifier

LR(0)

shift/reduce conflict
need to be pickier about
when we reduce

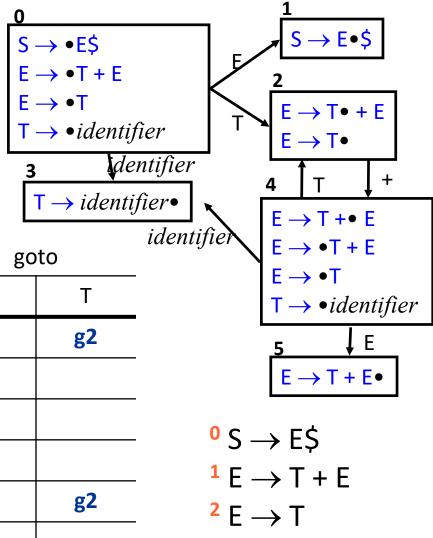
	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2	r2	r2/s4	r2		
3	r3	r3	r3		
4	s3			g5	g2
5	r1	r1	r1		



 3 T \rightarrow identifier

SLR - Simple LR

Only reduce in position (s,a) by rule R:A $\rightarrow w$ if **a** is in the follow set of A



 3 T \rightarrow identifier

	action			go	to
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s 4			
3					
4	s3			g5	g2
5					

Reminder: Follow sets

follow(X)

set of terminals that can appear immediately after the nonterminal X in some sentential form

0
 S \rightarrow E\$

$$^{1}E \rightarrow T + E$$

$$^{2} E \rightarrow T$$

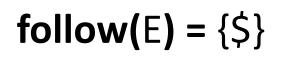
3
 T \rightarrow identifier

I.e., $t \in FOLLOW(X)$ iff $S \Rightarrow^* \alpha Xt\beta$ for some α and β

$$follow(E) = \{\$\}$$

$$follow(T) = \{+, \$\}$$

SLR - Reduce using follow sets



 $follow(T) = \{+, \$\}$

	action			go	oto
state	ident	+	\$	E	Т
0	s3			g1	g2
1			а		
2		s 4	r2		
3		r3	r3		
4	s3			g5	g2
5			r1		

0			1
S	→ •E\$		$S \rightarrow E \bullet $$
Ε	→ •T + E		2
Ε	→ •T		$E \rightarrow T \bullet + E$
Т	→ •identij	fier	$E \rightarrow T \bullet$
3	ide	ntifier	4 T T +
Ţ.	T → identį	fier•	-
L		identifier	$E \rightarrow T + \bullet E$
go	to	identifier	$E \rightarrow \bullet T + E$
	Т	•	$E \rightarrow \bullet T$
	•	•	$T \rightarrow \bullet identifier$
	g2		<u>5</u> ↓ E
		•	$E \rightarrow T + E \bullet$
		<u>0</u> S	→ E\$
		1 [/ Сү \ Т ı Е

$$^{1}E \rightarrow T + E$$

2
 E \rightarrow T

3
 T \rightarrow identifier

SLR Limitations

- SLR uses LR(0) item sets
- Can remove some (but not all) shift/reduce conflicts using follow set
- Consider

$${}^{0}S \rightarrow ES$$

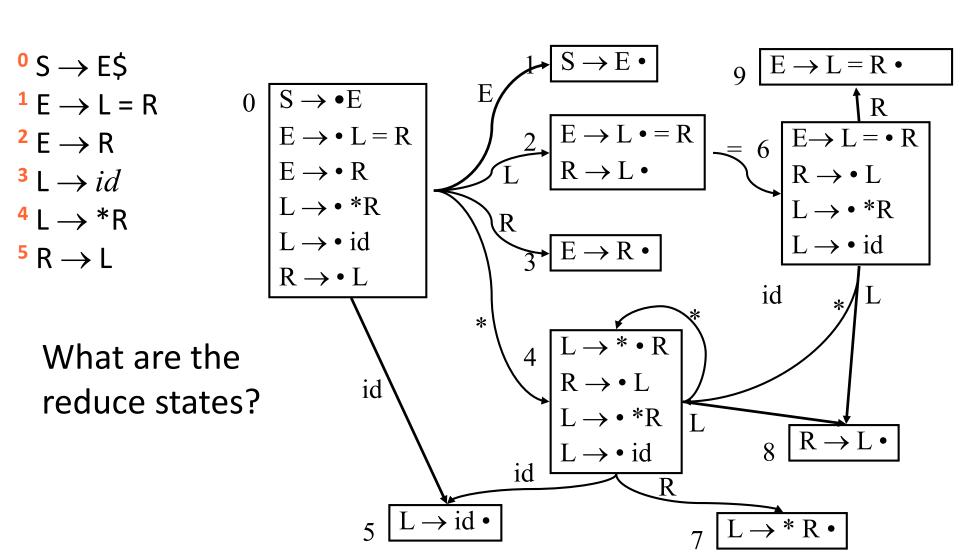
¹
$$E \rightarrow L = R$$

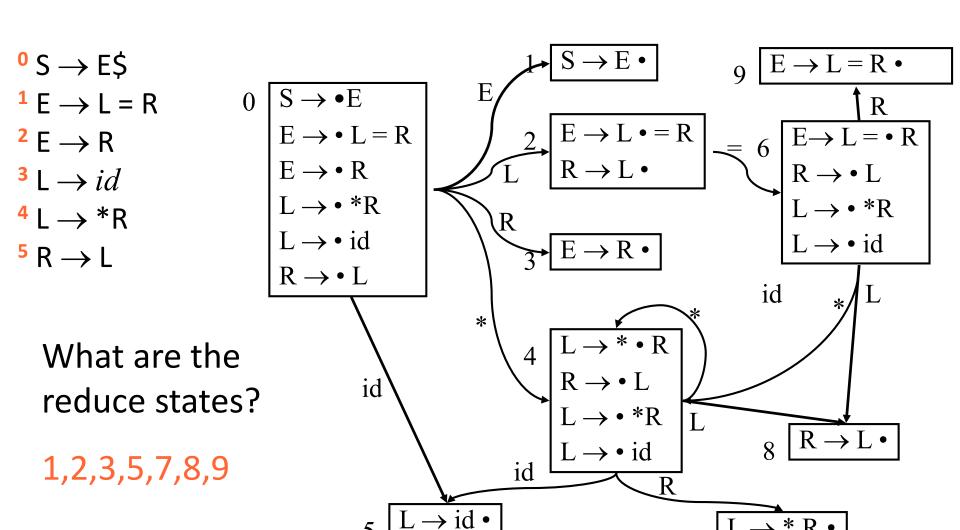
$$^{2} E \rightarrow R$$

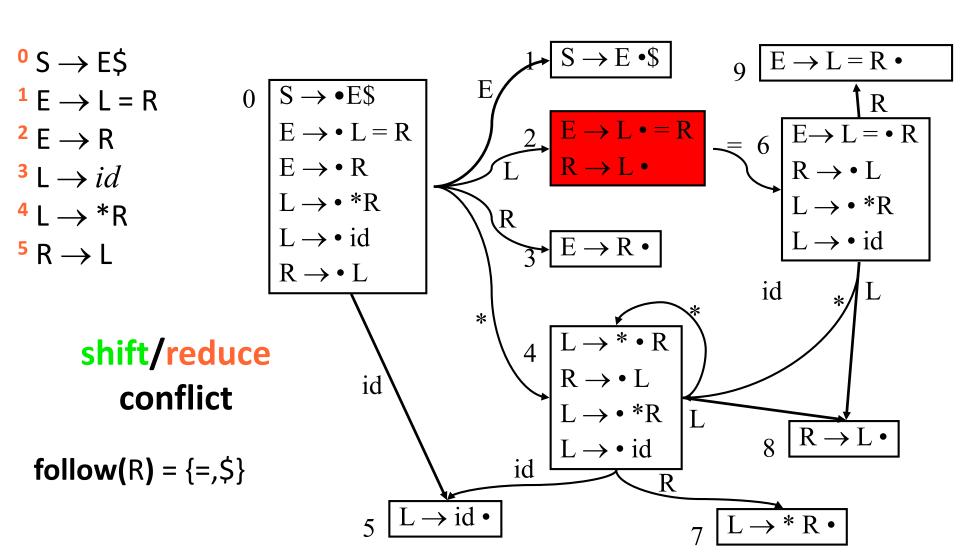
$$^{3}L \rightarrow id$$

$$^{4}L \rightarrow *R$$

$$^{5} R \rightarrow L$$







Problem with SLR

Reduce on ALL terminals in FOLLOW set

$$\begin{array}{c|c}
S \to L \bullet = R \\
R \to L \bullet
\end{array}$$

- FOLLOW(R) = FOLLOW(L)
- But, we should never reduce R → L on '='
 I.e., R=... is not a viable prefix for a right sentential form
- Thus, there should be no reduction in state 2
- How can we solve this?

LR(1) Items

- An LR(1) item is an LR(0) item combined with a single terminal (the lookahead)
- $[X \rightarrow \alpha \quad \bullet \quad \beta, a]$ Means
 - $-\alpha$ is at top of stack
 - Input string is derivable from βa
- In other words, when we reduce $X \to \alpha \beta$, a had better be the look ahead symbol.
- Or, Only put 'reduce by $X \to \alpha \beta'$ in action [s,a]
- Can construct states as before, but have to modify closure

What LR(1) Items Mean

- $[X \rightarrow \bullet \alpha \beta \gamma, a]$ input is consistent with $X \rightarrow \alpha \beta \gamma$
- $[X \rightarrow \alpha \bullet \beta \gamma, a]$ input is consistent with $X \rightarrow \alpha \beta \gamma$ and we have already recognized α
- $[X \rightarrow \alpha \ \beta \ \bullet \ \gamma, a]$ input is consistent with $X \rightarrow \alpha \ \beta \ \gamma$ and we have already recognized $\alpha \ \beta$
- $[X \to \alpha \beta \gamma \bullet, a]$ input is consistent with $X \to \alpha \beta \gamma$ and if lookahead symbol is a, then we can reduce to X

LR(1) Closure

```
closure(state)
  repeat
    foreach item A → a•Xb, t in state
       foreach production X → w
         and each terminal t' in FIRST(bt)
         state.add(X → •w, t')
  until state does not change
  return state
```

closure(
$$\{S \rightarrow \bullet E\$, ?\}$$
) =

$$S \rightarrow \bullet E \$,$$

$${}^{\circ}$$
 S \rightarrow E\$

¹
$$E \rightarrow L = R$$

$$^{2}E \rightarrow R$$

$$^{3}L \rightarrow id$$

$$^{4}L \rightarrow *R$$

5
 R \rightarrow L

closure(
$$\{S \rightarrow \bullet E\$, ?\}$$
) =

$$S \rightarrow \bullet E\$$$
, ?
 $E \rightarrow \bullet L = R$, \$
 $E \rightarrow \bullet R$, \$

$${}^{0}S \rightarrow E$$$

$$^{1}E \rightarrow L = R$$

$$^{2}E \rightarrow R$$

$$^{3}L \rightarrow id$$

$$^{4}L \rightarrow *R$$

5
 R \rightarrow L

closure(
$$\{S \rightarrow \bullet E\$, ?\}$$
) =

$$S \rightarrow \bullet E\$,$$
 ?
 $E \rightarrow \bullet L = R,$ \$
 $E \rightarrow \bullet R,$ \$
 $L \rightarrow \bullet id,$ =
 $L \rightarrow \bullet *R,$ =

$$^{\circ}$$
 S \rightarrow E\$

$$^{1}E \rightarrow L = R$$

$$^{2}E \rightarrow R$$

$$^{3}L \rightarrow id$$

$$^{4}L \rightarrow *R$$

5
 R \rightarrow L

closure(
$$\{S \rightarrow \bullet E\$, ?\}$$
) =

$$S \rightarrow \bullet E\$,$$

$$E \rightarrow \bullet L = R,$$
 \$

$$E \rightarrow \bullet R$$
, \$

$$L \rightarrow \bullet id$$

$$L \rightarrow \bullet *R$$
, =

$$R \rightarrow \bullet L$$
,

$${}^{0}S \rightarrow E$$$

¹
$$E \rightarrow L = R$$

$$^{2}E \rightarrow R$$

$$^{3}L \rightarrow id$$

$$^{4}L \rightarrow *R$$

$$^{5} R \rightarrow L$$

closure(
$$\{S \rightarrow \bullet E\$, ?\}$$
) =

$$S \rightarrow \bullet E \$$$
,

$$E \rightarrow \bullet L = R,$$
 \$

$$E \rightarrow \bullet R$$
, \$

$$L \rightarrow \bullet id$$

$$L \rightarrow \bullet *R,$$
 =

$$R \rightarrow \bullet L$$
,

$$L \rightarrow \bullet id$$
,

$$L \rightarrow \bullet *R,$$

$${}^{0}S \rightarrow E$$$

$$^{1}E \rightarrow L = R$$

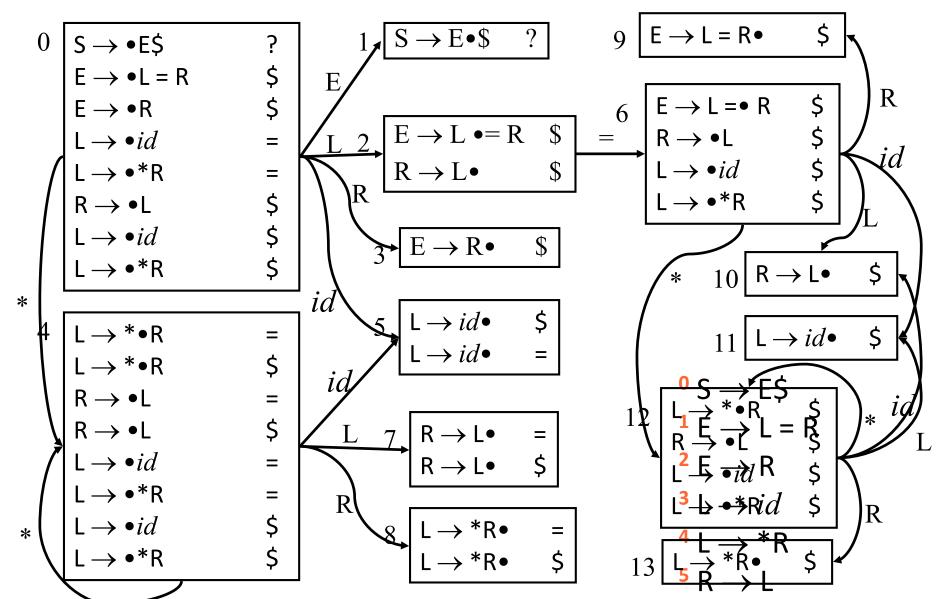
$$^{2}E \rightarrow R$$

$$^{3}L \rightarrow id$$

$$^{4}L \rightarrow *R$$

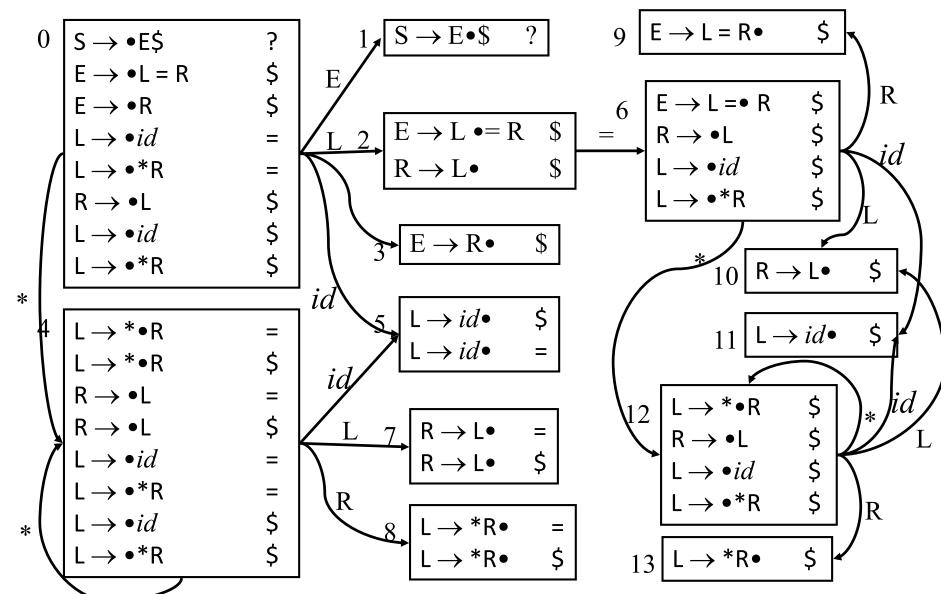
5
 R \rightarrow L

LR(1) Example



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LR(1) Example



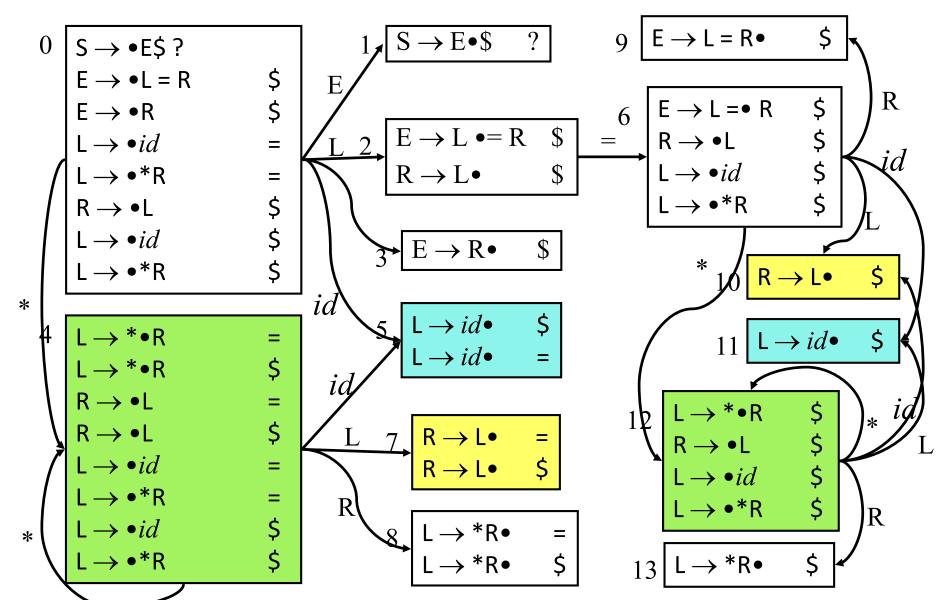
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Parsing Table

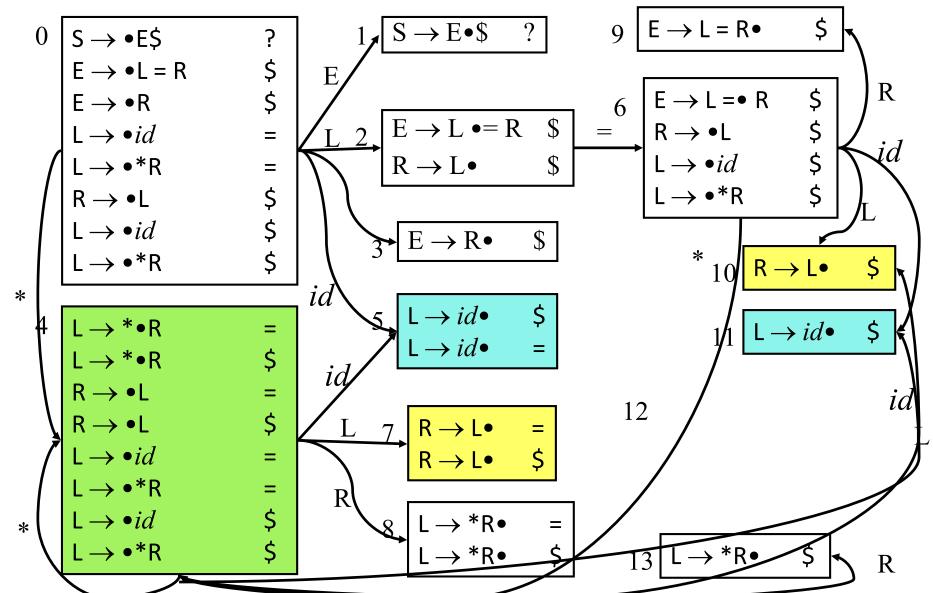
- 14 states versus 10 LR(0) states
- In general, the number of states (and therefore size of the parsing table) is much larger with LR(1) items

LALR: Lookahead LR

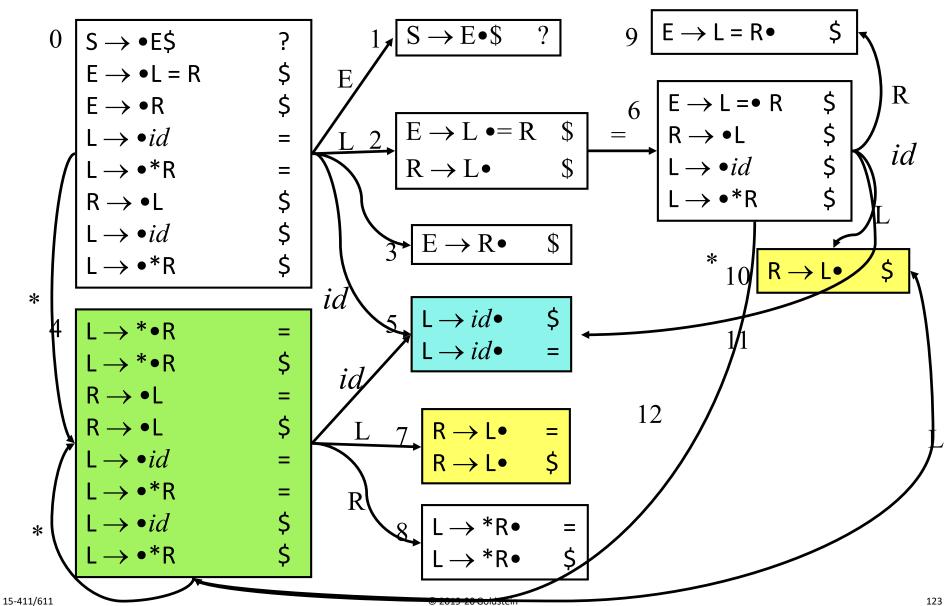
- More powerful than SLR
- Given LR(1) states, merge states that are identical except for lookaheads
- End up with same size table as SLR
- Can this introduce conflicts?



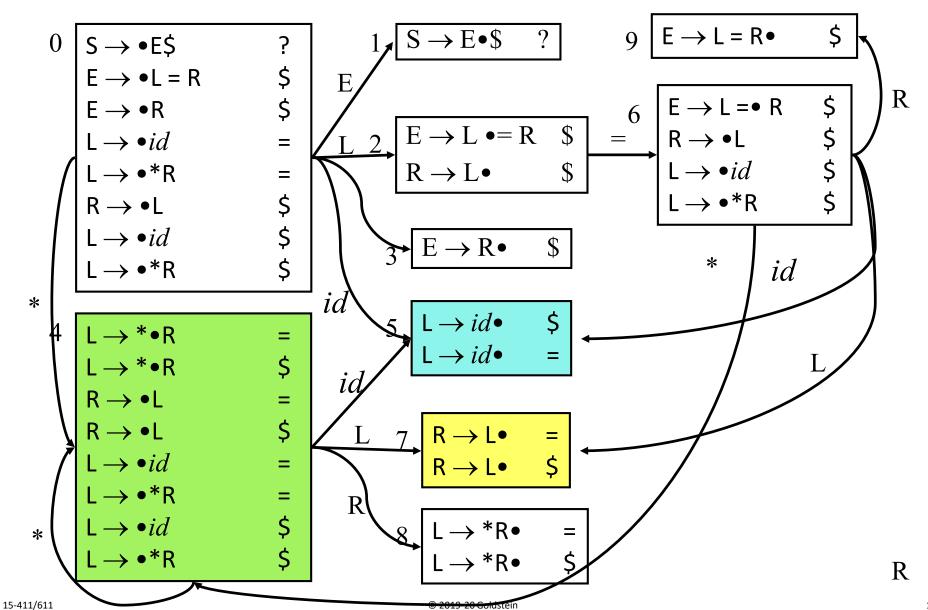
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LALR

- Can generate parse table without constructing LR(1) item sets
 - construct LR(0) item sets
 - compute lookahead sets
 - more precise than follow sets
- LALR is used by most parser generators (e.g., bison)

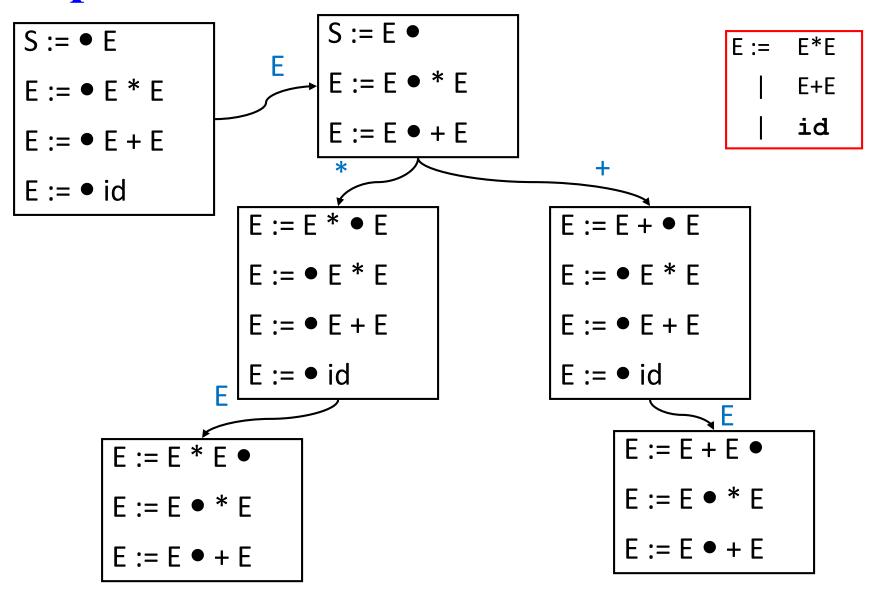
Recap

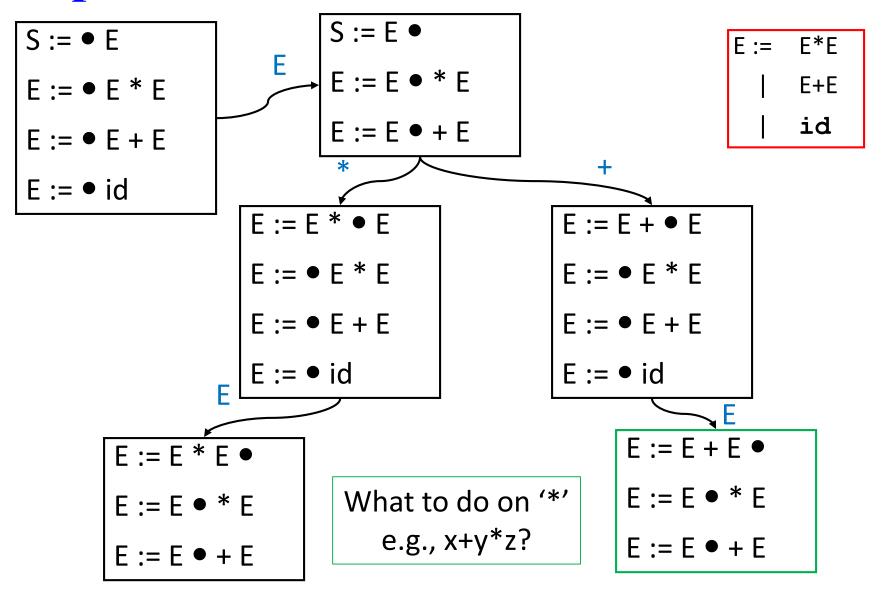
- LR(0) not very useful
- SLR uses follow sets to reduce
- LALR uses lookahead sets
- LR(1) uses full lookahead context

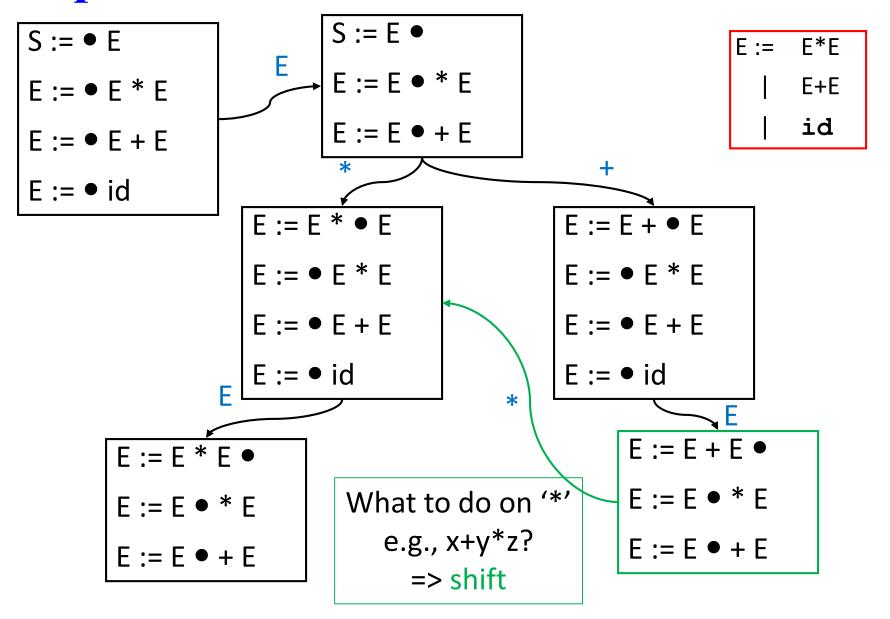
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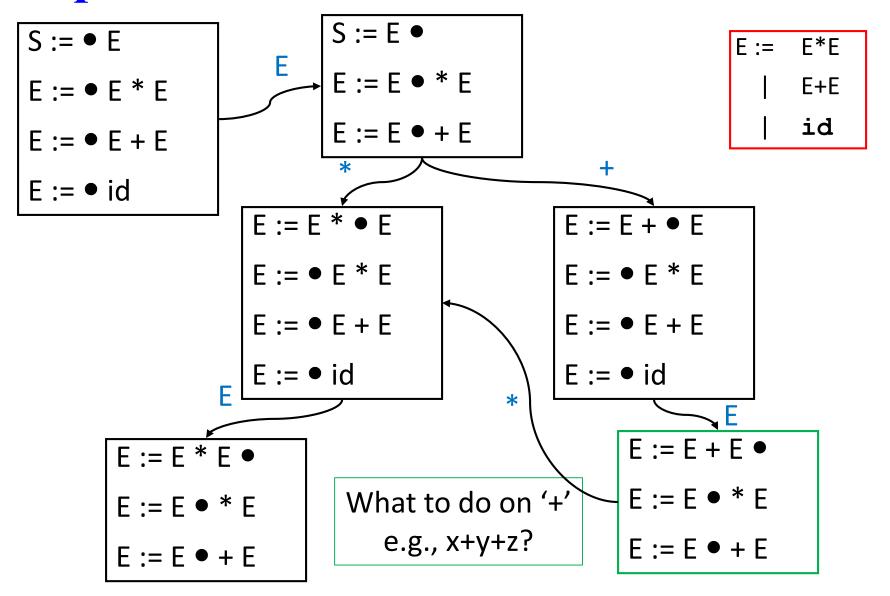
Power of shift-reduce parsers

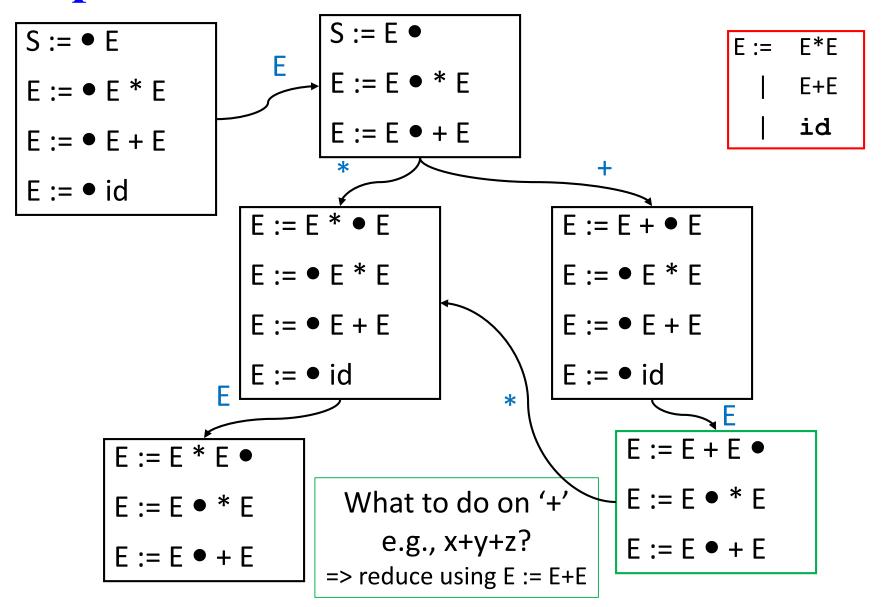
- There are unambiguous grammars which which cannot be parsed with shift-reduce parsers.
- Such grammars can have
 - shift/reduce conflicts
 - reduce/reduce conflicts
- There grammars are not LR(k)
- But, we can often choose shift or reduce to recognize what want.

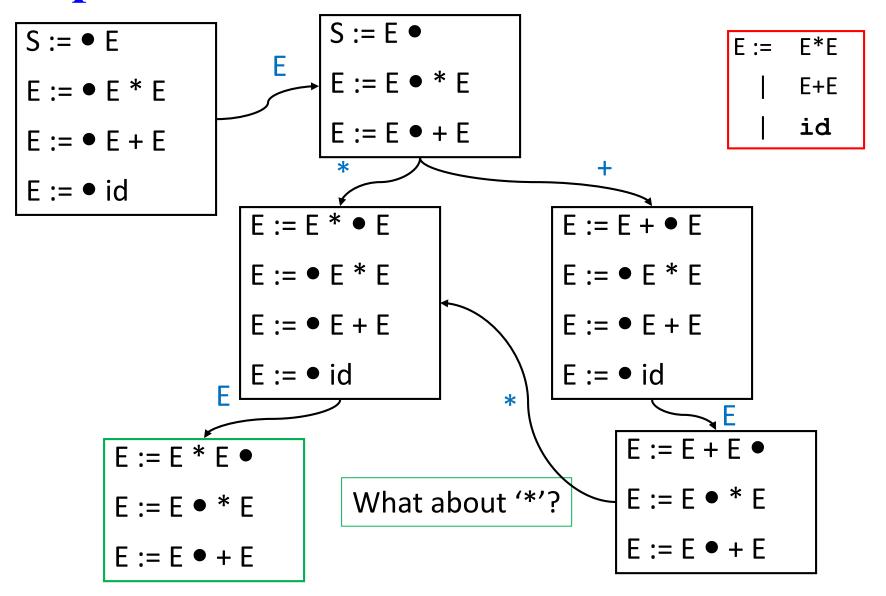












Bison

- Precedence and Associativity declarations
- Precedence derived from order of directives: from lowest to highest
- Associativity from %left, %right, %nonassoc
- Can be attached to rules as well (This can solve the dangling if-else problem
- Use output showing items and transitions to debug s/r and r/r errors.