



# CSCI 742 - Compiler Construction

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Lecture 18

LR(0) Parsing

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## Recap: Action Selection Problem

- Given stack  $\sigma$  and look-ahead symbol  $b$ , should parser:
- **shift**  $b$  onto the stack (making it  $\sigma b$ )
- **reduce** some production  $X \rightarrow \gamma$  assuming stack has the form  $\alpha\gamma$  (making it  $\alpha X$ )

- Use a set of parser states
- Use stack with alternating symbols and states
  - For example: ( 3 a 10 + 5 (red = state numbers)
- Use parsing table to:
  - Determine what action to apply (shift/reduce)
  - Determine next state
- The parser actions can be precisely determined from the table

# LR(1) Parsing Table Example

	(	)	+	num	\$	$E$	$S$	$T$
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	
		...

# LR(1) Parsing Table Example

	(	)	+	num	\$	$E$	$S$	$T$
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	
		...

# LR(1) Parsing Table Example

	(	)	+	num	\$	<i>E</i>	<i>S</i>	<i>T</i>
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	shift 5
0 ( 1 num 5	) \$	
		...

# LR(1) Parsing Table Example

	(	)	+	num	\$	$E$	$S$	$T$
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	shift 5
0 ( 1 num 5	) \$	reduce 4
0 ( 1 T 4	) \$	
		...

# LR(1) Parsing Table Example

	(	)	+	num	\$	$E$	$S$	$T$
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	shift 5
0 ( 1 num 5	) \$	reduce 4
0 ( 1 T 4	) \$	reduce 2
0 ( 1 E 6	) \$	
		...



# LR(1) Parsing Table Example

	(	)	+	num	\$	<i>E</i>	<i>S</i>	<i>T</i>
0	<i>s1</i>			<i>s5</i>		<i>g2</i>	<i>g3</i>	<i>g4</i>
1	<i>s1</i>			<i>s5</i>		<i>g6</i>		<i>g4</i>
2			<i>s7</i>		<i>r1</i>			
3					acc			
4		<i>r2</i>	<i>r2</i>		<i>r2</i>			
5		<i>r4</i>	<i>r4</i>		<i>r4</i>			
6		<i>s8</i>	<i>s7</i>					
7	<i>s1</i>			<i>s5</i>				<i>g9</i>
8		<i>r5</i>	<i>r5</i>		<i>r5</i>			
9		<i>r3</i>	<i>r3</i>		<i>r3</i>			

<i>r1</i>	$S \rightarrow E\$$
<i>r2</i>	$E \rightarrow T$
<i>r3</i>	$E \rightarrow E + T$
<i>r4</i>	$T \rightarrow \text{num}$
<i>r5</i>	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	shift 5
0 ( 1 num 5	) \$	reduce 4
0 ( 1 <i>T</i> 4	) \$	reduce 2
0 ( 1 <i>E</i> 6	) \$	shift 8
0 ( 1 <i>E</i> 6 ) 8	\$	
		...

# LR(1) Parsing Table Example

	(	)	+	num	\$	<i>E</i>	<i>S</i>	<i>T</i>
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	shift 5
0 ( 1 num 5	) \$	reduce 4
0 ( 1 <i>T</i> 4	) \$	reduce 2
0 ( 1 <i>E</i> 6	) \$	shift 8
0 ( 1 <i>E</i> 6 ) 8	\$	reduce 5
0 <i>T</i> 4	\$	...

# LR(1) Parsing Table Example

	(	)	+	num	\$	<i>E</i>	<i>S</i>	<i>T</i>
0	s1			s5		g2	g3	g4
1	s1			s5		g6		g4
2			s7		r1			
3					acc			
4		r2	r2		r2			
5		r4	r4		r4			
6		s8	s7					
7	s1			s5				g9
8		r5	r5		r5			
9		r3	r3		r3			

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$

Stack	Input	Action
0	(num) \$	shift 1
0 ( 1	num) \$	shift 5
0 ( 1 num 5	) \$	reduce 4
0 ( 1 <i>T</i> 4	) \$	reduce 2
0 ( 1 <i>E</i> 6	) \$	shift 8
0 ( 1 <i>E</i> 6 ) 8	\$	reduce 5
0 <i>T</i> 4	\$	...

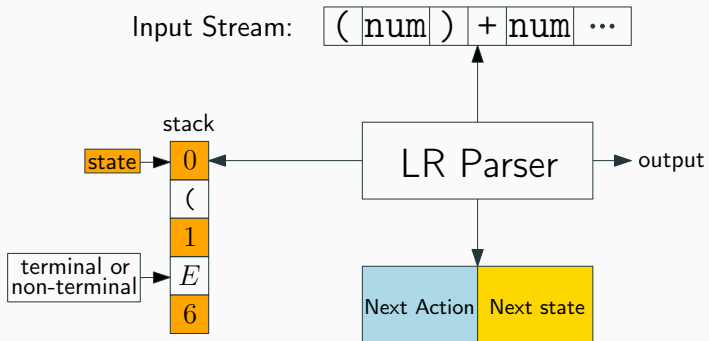
# LR Parsing Table

	Terminals	Non-terminals
State	Next action and next state	Next state
	Action Table	Goto Table

## Algorithm:

- Look at entry for current state  $S$  and input terminal  $C$
- If  $\text{Table}[S,C] = s(S')$  then shift:
  - push( $C$ ), push( $S'$ )
- If  $\text{Table}[S,C] = X \rightarrow \alpha$  then reduce:
  - pop( $2 \times |\alpha|$ ),  $S' = \text{top}()$ , push( $X$ ), push( $\text{Table}[S',X]$ )

# Model of LR Parser



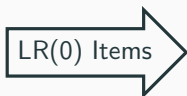
Algorithm for building LR(0) parsing tables:

1. Compute parser states
2. Build a DFA to describe the transition between states
3. Use the DFA to build the parsing table

- Each LR(0) state is a set of LR(0) items
- An LR(0) item is a production from the language with a separator somewhere in the RHS
- $X \rightarrow \alpha \cdot \beta$  says that
  - parser is looking for an  $X$
  - it has an  $\alpha$  on top of the stack
  - expects to find in the input a string derived from  $\beta$

## Example: LR(0) Items

r1	$S \rightarrow E\$$
r2	$E \rightarrow T$
r3	$E \rightarrow E + T$
r4	$T \rightarrow \text{num}$
r5	$T \rightarrow (E)$



1	$S \rightarrow \cdot E\$$
2	$S \rightarrow E \cdot \$$
3	$S \rightarrow E\$ \cdot$
4	$E \rightarrow \cdot T$
5	$E \rightarrow T \cdot$
6	$E \rightarrow \cdot E + T$
7	$E \rightarrow E \cdot + T$
8	$E \rightarrow E + \cdot T$
9	$E \rightarrow E + T \cdot$
10	$T \rightarrow \cdot \text{num}$
11	$T \rightarrow \text{num} \cdot$
12	$T \rightarrow \cdot (E)$
13	$T \rightarrow (\cdot E)$
14	$T \rightarrow (E \cdot)$
15	$T \rightarrow (E) \cdot$



$$N \rightarrow \alpha \cdot \beta$$

Shift Item

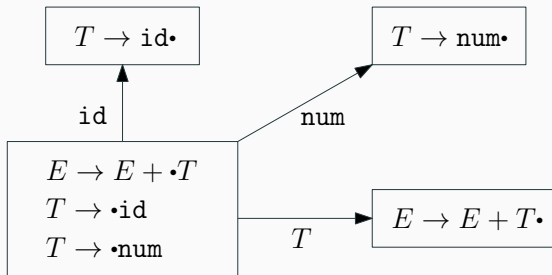
$$N \rightarrow \alpha\beta \cdot$$

Reduce Item

# LR(0) Automaton

An LR(0) automaton has:

- **states:** sets of LR(0) items
- **transitions:** label by grammar terminals or non-terminals



# Construction of Automaton

- Augment grammar with production  $S' \rightarrow S\$$
- Start state of automaton has empty stack  $S' \rightarrow \cdot S\$$

To construct the automaton from the start state we need two functions:

- $\text{CLOSURE}(L)$  to build its states
- $\text{GOTO}(L, X)$  to determine its transitions

Begin with  $\{S' \rightarrow \cdot S\}$ , take the closure, and then keep applying GOTO

If  $L$  is a set of items,  $\text{CLOSURE}(L)$  is the set of items such that:

- every item in  $L$  is in  $\text{CLOSURE}(L)$
- if item  $X \rightarrow \alpha \cdot Y \beta$  is in  $\text{CLOSURE}(L)$  and  $Y \rightarrow \gamma$  is a production then  $Y \rightarrow \cdot \gamma$  is also in  $\text{CLOSURE}(L)$

# Exercise

- For the grammar

$$S \rightarrow E$$

$$E \rightarrow E + T$$

$$| T$$

$$T \rightarrow \text{num}$$

Compute the CLOSURE of the set of items  $\{S \rightarrow \bullet E\}$

If  $L$  is a set of items and  $X$  is a grammar symbol and  $Y \rightarrow \alpha \cdot X \beta \in L$  then  $\text{GOTO}(L, X)$  is the CLOSURE of the set of all items  $Y \rightarrow \alpha X \cdot \beta$

## Exercise

- For the grammar

$$S \rightarrow E$$

$$E \rightarrow E + T$$

$$| T$$

$$T \rightarrow \text{num}$$

Compute the state that can be reached from the LR(0) state  $\{S \rightarrow E \cdot, E \rightarrow E \cdot + T\}$  on symbol +