

Class 11: SLR Parsing

SI 413 - Programming Languages and Implementation

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Simple grammar from last lecture

$$\begin{aligned} S &\rightarrow E \\ E &\rightarrow E + T \\ E &\rightarrow T \\ T &\rightarrow n \end{aligned}$$

LR items:

$$\begin{array}{ll} S \rightarrow \bullet E & E \rightarrow E + T \bullet \\ S \rightarrow E \bullet & E \rightarrow \bullet T \\ E \rightarrow \bullet E + T & E \rightarrow T \bullet \\ E \rightarrow E \bullet + T & T \rightarrow \bullet n \\ E \rightarrow E + \bullet T & T \rightarrow n \bullet \end{array}$$

Pieces of the CFSM

The CSFM (Characteristic Finite State Machine) is a FA representing the *transitions* between the LR item "states".

There are two types of transitions:

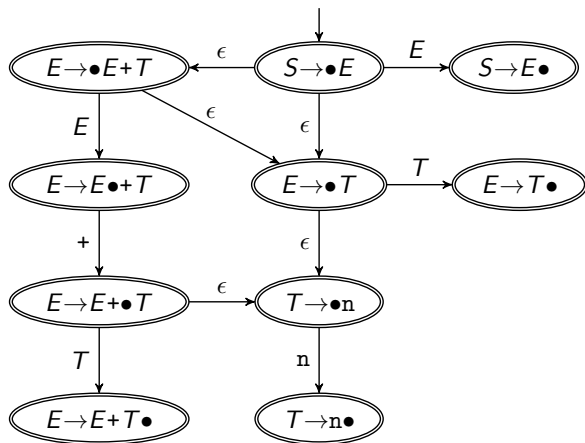
- **Shift:** consume a terminal *or non-terminal* symbol and move the • to the right by one.

Example: $T \rightarrow \bullet n \xrightarrow{n} T \rightarrow n \bullet$

- **Closure:** If the • is to the left of a non-terminal, we have an ϵ -transition to any production of that non-terminal with the • all the way to the left.

Example: $E \rightarrow E + \bullet T \xrightarrow{\epsilon} T \rightarrow \bullet n$

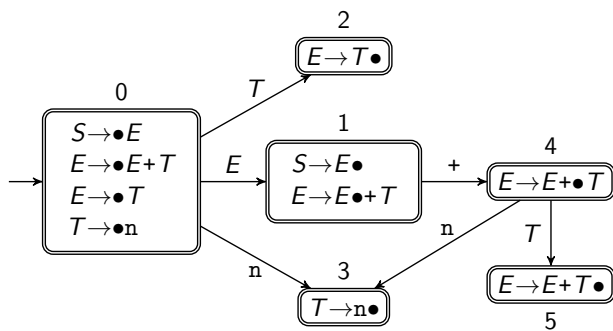
Nondeterministic CFSM for example grammar



CFSM Properties

- Observe that every state is accepting.
- This is an NFA that accepts *valid stack contents*.
- The “trap states” correspond to a *reduce* operation: Replace r.h.s. on stack with the l.h.s. non-terminal.
- We can simulate an LR parse by following the CFSM on the current stack symbols AND un-parsed tokens, then starting over after every reduce operation changes the stack.
- We can turn this into a DFA just by combining states.

Deterministic CFSM for example grammar



- Every state is labelled with a number.
- Labels are pushed on the stack along with symbols.
- After a reduce, go back to the state label left at the top of the stack.

SLR

Parsing this way using a (deterministic) CFSM is called *SLR Parsing*.

Following an edge in the CFSM means shifting;
coming to a rule that ends in \bullet means reducing.

SLR(k) means SLR with k tokens of look-ahead.
The previous grammar was SLR(0); i.e., no look-ahead required.

When might we need look-ahead?

Example Grammar 2

Consider the following grammar:

$$\begin{aligned} S &\rightarrow W W \\ W &\rightarrow a \\ W &\rightarrow ab \end{aligned}$$

Draw the CSFM for this grammar.
What is the problem?

Example Grammar 3

Consider the following grammar:

$$\begin{aligned} S &\rightarrow W b \\ W &\rightarrow a \\ W &\rightarrow X a \\ X &\rightarrow a \end{aligned}$$

Draw the CSFM for this grammar.
What is the problem?

SLR(1)

SLR(1) parsers handle conflicts by using one token of look-ahead:

- If the next token is an outgoing edge label of that state, shift and move on.
- If the next token is in the *follow set* of a non-terminal *that we can reduce to*, then do that reduction.

Of course, there may still be conflicts, in which case the grammar is not SLR(1). More look-ahead may be needed.