

Grammars :- for specification.  
 ↳ context free.

What about recognition?  $w \in L$

### • "The Parsing Problem"

"recognize a language specified by a c.f. Grammar"

Algorithm to - build a derivation  
 - construct a parse tree:  $\Delta$

### • TYPES OF PARSERS:

- Top-Down Parser.
  - construct tree from root (start symbol) to leaf. (w)

e.g. "Recursive Descent Parser"

- Bottom-up Parser.
  - constructs parse tree from leaves to root.

e.g. "Shift-Reduce Parser"

### • THE SHIFT-REDUCE PARSER

D. Knuth.

- Read input from Left to Right
- Produce Rightmost Derivation

called LR-Parser.

classification: LR(k)  $k$  is a number.  
 $k$  is the number of symbols from the input the algorithm needs to know to proceed.

- LR(1)
- Not a General Parser  
 Limited to "LR-Grammars"

### - Intuition:

In a loop, do one of two things

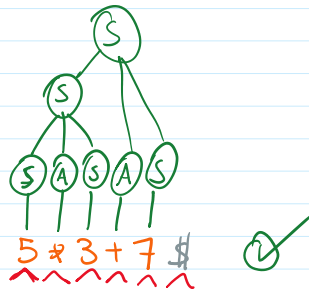
↳ - Shift :- read next symbol from input

↳ - Reduce :- build an intermediate node of the parse tree

i.e. take nodes that correspond to a body of a rule and connect them to a "parent" that correspond

i.e. take nodes that correspond to a body of a rule, and connect them to a "parent" that corresponds to the head

E.G.  
 $S \rightarrow SAS \mid 5 \mid 3 \mid 7$   
 $A \rightarrow + \mid *$

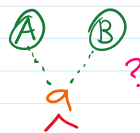


• CONFLICTS IN SHIFT-REDUCE PARSER

• Reduce-Reduce Conflict

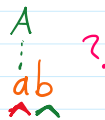
$S \rightarrow A \mid B$   
 $A \rightarrow a$   
 $B \rightarrow a$

Derivation.  
 $S$   
 $A$   
 $a$



• Shift-Reduce Conflict

$S \rightarrow ab \mid Ab$   
 $A \rightarrow a$



• SHIFT-REDUCE TRACE

- The algorithm constructs tables from the grammar.
- These tables drive a "push-down" automata.

```
PROCEDURE shift-reduce ()
  stack.push(θ) // θ is the start state
  input := w$ // w is the input string
  x := first symbol in w
```

E.G.  
 1)  $S \rightarrow CC$   
 2)  $C \rightarrow aC$   
 3)  $C \rightarrow b$

```
WHILE ~stop DO
  s := top of stack
  IF action[s,x] = shift t .
    stack.push(t)
    x := next input symbol

  ELSIF action[s,x] = reduce t // A → β
    pop len(β) symbols from stack
    t := stack.top()
    stack.push( goto[t,A] )
    output( A → β )

  ELSIF action[s,x] = accept
    stop := true
```

	ACTION		
	a	b	\$
0	S3	S4	
1			acc
2	S6	S7	
3	S3	S4	
4	R3	R3	
5			R1
6	S6	S7	
7			R3
8	R2	R2	
9			R2

	GOTO	
	S	C
0	1	2
1		
2		5
3		8
4		
5		
6		9
7		
8		
9		

word = a b b \$

| |

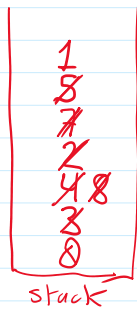
• C → b

c

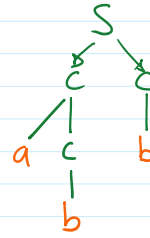
stop := true



word = abb\$



- C → b
- C → aC
- C → b
- S → cC



• XKCD

(AN UNMATCHED LEFT PARENTHESIS  
CREATES AN UNRESOLVED TENSION  
THAT WILL STAY WITH YOU ALL DAY.)

— EOF.