



Bottom-Up Parsing Part II

Bottom-up Parser

A simple *shift-reduce parser*:

```
push INVALID
```

```
token ← next_token( )
```

```
repeat until (top of stack = Goal and token = EOF)
```

```
  if the top of the stack is a handle  $A \rightarrow \beta$ 
```

```
    then // reduce  $\beta$  to  $A$ 
```

```
      pop  $|\beta|$  symbols off the stack
```

```
      push  $A$  onto the stack
```

```
  else if (token  $\neq$  EOF)
```

```
    then // shift
```

```
      push token
```

```
      token ← next_token( )
```

```
  else // need to shift, but out of input
```

```
    report an error
```

- Push "INVALID" on the stack. If we run out of input and have not reached "GOAL" then the input is invalid.
- Read input into "token"



Bottom-up Parser

A simple *shift-reduce parser*:

push INVALID

token ← next_token()

repeat until (top of stack = Goal and token = EOF)

if the top of the stack is a handle $A \rightarrow \beta$

then // reduce β to A

pop $|\beta|$ symbols off the stack

push A onto the stack

else if (token \neq EOF)

then // shift

push token

token ← next_token()

else // need to shift, but out of input

report an error

We need "GOAL" at the top of the stack and "EOF" in the token to indicate there is no more input



Bottom-up Parser

A simple *shift-reduce parser*:

```
push INVALID
token ← next_token( )
repeat until (top of stack = Goal and token = EOF)
  if the top of the stack is a handle  $A \rightarrow \beta$ 
    then // reduce  $\beta$  to  $A$ 
      pop  $|\beta|$  symbols off the stack
      push  $A$  onto the stack
  else if (token  $\neq$  EOF)
    then // shift
      push token
      token ← next_token( )
  else // need to shift, but out of input
    report an error
```

Handle is "rhs" of a production rule.

If the top of stack is a handle perform a reduction



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  if the top of the stack is a handle  $A \rightarrow \beta$ 
    then // reduce  $\beta$  to  $A$ 
      pop  $|\beta|$  symbols off the stack
      push  $A$  onto the stack
  else if (token  $\neq$  EOF)
    then // shift
      push token
      token ← next_token( )
  else // need to shift, but out of input
    report an error
```

If handle not found
then we "shift", i.e.
read another token
from the input

Bottom-up Parser

A simple *shift-reduce parser*:

```
push INVALID
token ← next_token( )
repeat until (top of stack = Goal and token = EOF)
  if the top of the stack is a handle  $A \rightarrow \beta$ 
    then // reduce  $\beta$  to  $A$ 
      pop  $|\beta|$  symbols off the stack
      push  $A$  onto the stack
    else if (token  $\neq$  EOF)
      then // shift
        push token
        token ← next_token( )
    else // need to shift, but out of input
      report an error
```

What happens on an error?

- It fails to find a handle
- Thus, it keeps shifting
- Eventually, it consumes all input

This parser reads all input before reporting an error, not a desirable property.



Back to x - 2 * y

Stack	Input	Handle	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>		

0	Goal	→	Expr
1	Expr	→	Expr + Term
2			Expr - Term
3			Term
4	Term	→	Term * Factor
5			Term / Factor
6			Factor
7	Factor	→	<u>number</u>
8			<u>id</u>
9			(Expr)

1. Shift until the top of the stack is the right end of a handle
2. Find the left end of the handle and reduce



Back to x - 2 * y

Stack	Input	Handle	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>		

0	Goal	→	Expr
1	Expr	→	Expr + Term
2			Expr - Term
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4	Term	→	Term * Factor
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7	Factor	→	<u>number</u>
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\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8

0	Goal	→	Expr
1	Expr	→	Expr + Term
2			Expr - Term
3			Term
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5			Term / Factor
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7	Factor	→	<u>number</u>
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\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>		

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr + Term</i>
2			<i>Expr - Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term * Factor</i>
5			<i>Term / Factor</i>
6			<i>Factor</i>
7	<i>Factor</i>	→	<u>number</u>
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1. Shift until the top of the stack is the right end of a handle
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\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>		

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr + Term</i>
2			<i>Expr - Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term * Factor</i>
5			<i>Term / Factor</i>
6			<i>Factor</i>
7	<i>Factor</i>	→	<u>number</u>
8			<u>id</u>
9			(<i>Expr</i>)

1. Shift until the top of the stack is the right end of a handle
2. Find the left end of the handle and reduce



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\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	3,1	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>		

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr + Term</i>
2			<i>Expr - Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term * Factor</i>
5			<i>Term / Factor</i>
6			<i>Factor</i>
7	<i>Factor</i>	→	<u>number</u>
8			<u>id</u>
9			(<i>Expr</i>)

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\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	3,1	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>		

0	Goal	→	Expr
1	Expr	→	Expr + Term
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4	Term	→	Term * Factor
5			Term / Factor
6			Factor
7	Factor	→	<u>number</u>
8			<u>id</u>
9			(Expr)

Expr is not a handle at this point because reducing now will cause backtracking.

While that statement sounds like oracular, we will see that the decision can be automated efficiently.

1. Shift until the top of the stack is the right end of a handle
2. Find the left end of the handle and reduce



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Stack	Input	Handle	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	3,1	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> -	<u>num</u> * <u>id</u>		

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr + Term</i>
2			<i>Expr - Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term * Factor</i>
5			<i>Term / Factor</i>
6			<i>Factor</i>
7	<i>Factor</i>	→	<u>number</u>
8			<u>id</u>
9			(<i>Expr</i>)

1. Shift until the top of the stack is the right end of a handle
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Back to x - 2 * y

Stack	Input	Handle	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	3,1	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> -	<u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> - <u>num</u>	* <u>id</u>		

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr + Term</i>
2			<i>Expr - Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term * Factor</i>
5			<i>Term / Factor</i>
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7	<i>Factor</i>	→	<u>number</u>
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1. Shift until the top of the stack is the right end of a handle
2. Find the left end of the handle and reduce



Back to x - 2 * y

Stack	Input	Handle	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	3,1	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> -	<u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> - <u>num</u>	* <u>id</u>	7,3	reduce 7
\$ <i>Expr</i> - <i>Factor</i>	* <u>id</u>		

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr</i> + <i>Term</i>
2			<i>Expr</i> - <i>Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term</i> * <i>Factor</i>
5			<i>Term</i> / <i>Factor</i>
6			<i>Factor</i>
7	<i>Factor</i>	→	<u>number</u>
8			<u>id</u>
9			(<i>Expr</i>)

1. Shift until the top of the stack is the right end of a handle
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Back to x - 2 * y

Stack	Input	Handle	Action			
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift	0	Goal	→ Expr
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8	1	Expr	→ Expr + Term
\$ Factor	- <u>num</u> * <u>id</u>	6,1	reduce 6	2		Expr - Term
\$ Term	- <u>num</u> * <u>id</u>	3,1	reduce 3	3		Term
\$ Expr	- <u>num</u> * <u>id</u>	none	shift	4	Term	→ Term * Factor
\$ Expr -	<u>num</u> * <u>id</u>	none	shift	5		Term / Factor
\$ Expr - <u>num</u>	* <u>id</u>	7,3	reduce 7	6		Factor
\$ Expr - Factor	* <u>id</u>	6,3	reduce 6	7	Factor	→ <u>number</u>
\$ Expr - Term	* <u>id</u>			8		<u>id</u>
				9		(Expr)

1. Shift until the top of the stack is the right end of a handle
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Back to x - 2 * y

Stack	Input	Handle	Action			
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift	0	Goal	→ Expr
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8	1	Expr	→ Expr + Term
\$ Factor	- <u>num</u> * <u>id</u>	6,1	reduce 6	2		Expr - Term
\$ Term	- <u>num</u> * <u>id</u>	3,1	reduce 3	3		Term
\$ Expr	- <u>num</u> * <u>id</u>	none	shift	4	Term	→ Term * Factor
\$ Expr -	<u>num</u> * <u>id</u>	none	shift	5		Term / Factor
\$ Expr - <u>num</u>	* <u>id</u>	7,3	reduce 7	6		Factor
\$ Expr - Factor	* <u>id</u>	6,3	reduce 6	7	Factor	→ <u>number</u>
\$ Expr - Term	* <u>id</u>	none	shift	8		<u>id</u>
\$ Expr - Term *	<u>id</u>	none	shift	9		(Expr)
\$ Expr - Term * <u>id</u>						

1. Shift until the top of the stack is the right end of a handle
2. Find the left end of the handle and reduce

Back to x - 2 * y

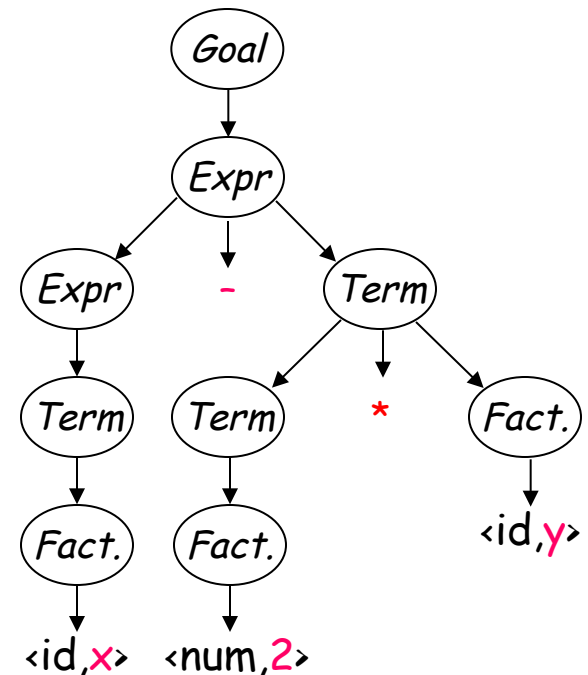
Stack	Input	Handle	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>	none	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	8,1	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	6,1	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	3,1	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> -	<u>num</u> * <u>id</u>	none	shift
\$ <i>Expr</i> - <u>num</u>	* <u>id</u>	7,3	reduce 7
\$ <i>Expr</i> - <i>Factor</i>	* <u>id</u>	6,3	reduce 6
\$ <i>Expr</i> - <i>Term</i>	* <u>id</u>	none	shift
\$ <i>Expr</i> - <i>Term</i> *	<u>id</u>	none	shift
\$ <i>Expr</i> - <i>Term</i> * <u>id</u>		8,5	reduce 8
\$ <i>Expr</i> - <i>Term</i> * <i>Factor</i>		4,5	reduce 4
\$ <i>Expr</i> - <i>Term</i>		2,3	reduce 2
\$ <i>Expr</i>		0,1	reduce 0
\$ <i>Goal</i>		none	accept

0	<i>Goal</i>	→	<i>Expr</i>
1	<i>Expr</i>	→	<i>Expr</i> + <i>Term</i>
2			<i>Expr</i> - <i>Term</i>
3			<i>Term</i>
4	<i>Term</i>	→	<i>Term</i> * <i>Factor</i>
5			<i>Term</i> / <i>Factor</i>
6			<i>Factor</i>
7	<i>Factor</i>	→	<u>number</u>
8			<u>id</u>
9			(<i>Expr</i>)

5 shifts +
9 reduces +
1 accept

Back to x - 2 * y

Stack	Input	Action
\$	<u>id</u> - <u>num</u> * <u>id</u>	shift
\$ <u>id</u>	- <u>num</u> * <u>id</u>	reduce 8
\$ <i>Factor</i>	- <u>num</u> * <u>id</u>	reduce 6
\$ <i>Term</i>	- <u>num</u> * <u>id</u>	reduce 3
\$ <i>Expr</i>	- <u>num</u> * <u>id</u>	shift
\$ <i>Expr</i> -	<u>num</u> * <u>id</u>	shift
\$ <i>Expr</i> - <u>num</u>	* <u>id</u>	reduce 7
\$ <i>Expr</i> - <i>Factor</i>	* <u>id</u>	reduce 6
\$ <i>Expr</i> - <i>Term</i>	* <u>id</u>	shift
\$ <i>Expr</i> - <i>Term</i> *	<u>id</u>	shift
\$ <i>Expr</i> - <i>Term</i> * <u>id</u>		reduce 8
\$ <i>Expr</i> - <i>Term</i> * <i>Factor</i>		reduce 4
\$ <i>Expr</i> - <i>Term</i>		reduce 2
\$ <i>Expr</i>		reduce 0
\$ <i>Goal</i>		accept



Corresponding Parse Tree



An Important Lesson about Handles

A handle must be a substring of a sentential form γ such that :

- Must match rhs β of some rule $A \rightarrow \beta$; and
 - Must be some rightmost derivation from goal symbol that produces sentential form γ with $A \rightarrow \beta$ as last production applied
- Simply looking for right hand sides that match strings is not good enough



An Important Lesson about Handles

- **Critical Question:** How can we know when we have found a handle without generating lots of different derivations?
 - **Answer:** We use left context, encoded in the sentential form, left context encoded in a "parser state", and a lookahead at the next word in the input. (Formally, 1 word beyond the handle.)
 - Parser states are derived by reachability analysis on grammar
 - We build all of this knowledge into a handle-recognizing DFA



LR(1) Parsers

- LR(1) parsers are table-driven, shift-reduce parsers that use a limited right context (1 token) for handle recognition
- The class of grammars that these parsers recognize is called the set of LR(1) grammars

LR(1) means left-to-right scan of the input, rightmost derivation (in reverse), and 1 word of lookahead.



LR(1) Parsers

Informal definition:

A grammar is LR(1) if, given a rightmost derivation

$$S \Rightarrow \gamma_0 \Rightarrow \gamma_1 \Rightarrow \gamma_2 \Rightarrow \dots \Rightarrow \gamma_{n-1} \Rightarrow \gamma_n \Rightarrow \textit{sentence}$$

We can

1. *isolate the handle of each right-sentential form γ_i , and*

2. *determine the production by which to reduce,*

by scanning γ_i from *left-to-right*, going at most 1 symbol beyond the right end of the handle of γ_i



Finding Reductions (Handles)

Formally,

A *handle* of a right-sentential form γ is a pair $\langle A \rightarrow \beta, k \rangle$ where

$A \rightarrow \beta \in P$ and k is the position in γ of β 's rightmost symbol.

If $\langle A \rightarrow \beta, k \rangle$ is a handle, then replacing β at k with A produces the right sentential form from which γ is derived in the rightmost derivation.



Finding Reductions

(Handles)

Because γ is a right-sentential form, the substring to the right of a handle contains **only terminal symbols**

⇒ the parser doesn't need to scan (*much*) past the handle