

CS 421 Lecture 9: LR parsing and resolving conflicts

- Review
 - Top-down parsing
 - Bottom-up parsing
- Lecture outline
 - What are conflicts?
 - Using parse trees to understand conflicts
 - Fixing conflicts
 - Eliminating conflicts using %prec declarations

Review: Top-down parsing

- A.K.A. recursive descent
 - One parse function per non-terminal
- Ambiguity
- LL(1) condition
- Parse tree construction
 - Precedence
 - Associativity
- How do we choose which production to apply?

Review: Bottom-up parsing

- A.K.A. shift-reduce
 - Keep a stack of partial parse trees
 - Automatic parser generation (ocamlyacc)
- Actions
 - Shift
 - Reduce
 - Accept
 - Reject
- How to decide which action to take?
 - Today: dealing with conflicts

Conflicts

- Big question: how to choose whether to shift or reduce?
 - ocaml yacc uses a method – called *LALR(1)* – to construct tables that say which action to take
- There are times when there is no good way to make this decision
 - ocaml yacc will reject grammar and give an error message
- In bottom-up parsing, these are called *conflicts*
 - As with top-down parsing, these problems can sometimes be resolved by modifying the grammar.

Conflicts

- Ocamlyacc generates tables saying which action to take at each point in the parse
 - Method is called "LALR(1)"
 - "LR(1)" is a similar, but somewhat more powerful, method. Will often use "LR(1)" and "LALR(1)" as synonyms.
- Not every grammar can be parsed using this method
 - Problem is *always* that ocamlyacc cannot decide on the proper action in some cases
 - "Shift/reduce conflict" – cannot decide whether to shift or reduce
 - "Reduce/reduce conflict" – know to reduce, but can't decide which production to use

Example 1

- Grammar Language??
 - $A \rightarrow B, id$
 - $B \rightarrow id \mid id, B$
- Unambiguous, but consider two inputs:
 - $x, y, 10$
 - $x, y, z, 10$
- Both lead to an identical stack/lookahead configuration, but the correct action in one case is shift and in the other is reduce.
- Look at the two parse trees, and the s-r derivations.

Example 1: parse trees

- Grammar:
 - $A \rightarrow B, id$
 - $B \rightarrow id \mid id, B$
- Parse tree:

$x, y, 10$

$x, y, z, 10$

Example 1: derivations

- Grammar:
 - $A \rightarrow B, id$
 - $B \rightarrow id \mid id, B$
- Derivation:

<u>Action</u>	<u>Stack</u>	<u>Input</u>	<u>Action</u>	<u>Stack</u>	<u>Input</u>
S		x,y,10	S		x,y,z,10

Example 1: ocaml yacc

- Presented to ocaml yacc:

```
%token int id comma
%start A
%type <int> A
%%
A: B comma int      {0}
B: id                {0}
  | id comma B      {0}
```

- Using "ocaml yacc -v", file simple.output contains:

```
3: shift/reduce conflict (shift 6, reduce 2) on comma
state 3
B : id . (2)
B : id . comma B (3)
```

Example 1b

- One way to fix grammar:
 - $A \rightarrow B \text{ int}$
 - $B \rightarrow id, | id, B$
- Conflict resolution:
 - If `id` on stack – shift
 - If `id + `,'` on stack, and *lookahead* is:
 - `id` – shift
 - `number` – reduce
 - `comma` – reject

Example 1b: parse trees

- Grammar:
 - $A \rightarrow B \text{ int}$
 - $B \rightarrow id, | id, B$
- Parse tree:

$x, y, 10$

$x, y, z, 10$

Example 1b: derivations

- Grammar:

- $A \rightarrow B \text{ int}$
- $B \rightarrow id, | id, B$

Rules for (id + ',') lookahead:

id – shift

number – reduce

comma – reject

- Derivation:

<u>Action</u>	<u>Stack</u>	<u>Input</u>	<u>Action</u>	<u>Stack</u>	<u>Input</u>
S		x,y,10	S		x,y,z,10

Example 1c

- Another way to fix grammar:
 - $A \rightarrow B, int$
 - $B \rightarrow id \mid B, id$
- Conflict resolution:
 - Stack + lookahead give enough info to take correct parse action

Example 1c: parse trees

- Grammar:
 - $A \rightarrow B, int$
 - $B \rightarrow id \mid B, id$
- Parse tree:

$x, y, 10$

$x, y, z, 10$

Example 1c: derivations

- Grammar:
 - $A \rightarrow B, int$
 - $B \rightarrow id \mid B, id$
- Derivation:

<u>Action</u>	<u>Stack</u>	<u>Input</u>	<u>Action</u>	<u>Stack</u>	<u>Input</u>
S		x,y,10	S		x,y,z,10

Example 2

- Ambiguous grammar for conditional expressions:
 - $CondExpr \rightarrow id \mid CondExpr \parallel CondExpr$
 $\mid CondExpr \ \&\& \ CondExpr \mid ! \ CondExpr$
- Consider this input:
 - $x \parallel y \ \&\& \ z$
- Stack/lookahead config in which shifting and reducing both work, but produce different parse trees:

Example 2: derivations

- Grammar:

- $CondExpr \rightarrow id \mid CondExpr \parallel CondExpr$
 $\mid CondExpr \&\& CondExpr \mid ! CondExpr$

- Derivation:

<u>Action</u>	<u>Stack</u>	<u>Input</u>
S		x y && z
R	x	y && z
S*2	CE	y && z
R	CE y	&& z
S*2 or R?	CE CE	&& z

Example 2: derivations

- Grammar:

- $CondExpr \rightarrow id \mid CondExpr \parallel CondExpr$
 $\mid CondExpr \&\& CondExpr \mid ! CondExpr$

- Derivation:

<u>Action</u>	<u>Stack</u>	<u>Input</u>	<u>Action</u>	<u>Stack</u>	<u>Input</u>
S*2	CE CE	&& z	R	CE CE	&& z

Example 2: ocaml yacc

- **ocaml yacc -v** output contains

```
10: shift/reduce conflict (shift 7, reduce 2) on and
```

```
10: shift/reduce conflict (shift 8, reduce 2) on or
```

```
state 10
```

```
CondExpr : CondExpr . or CondExpr (2)
```

```
CondExpr : CondExpr or CondExpr . (2)
```

```
CondExpr : CondExpr . and CondExpr (3)
```

```
and shift 7
```

```
or shift 8
```

```
$end reduce 2
```

Example 2 (cont.)

- One way to resolve conflict: fix grammar.
- Use “stratified grammar,” as for arithmetic expressions:
 - $CondExpr \rightarrow CondTerm \mid CondExpr \parallel CondTerm$
 - $CondTerm \rightarrow CondPrimary \mid CondTerm \&\& CondPrimary$
 - $CondPrimary \rightarrow id \mid ! CondPrimary \setminus$
- Parse tree: $x \parallel y \&\& z$

Example 2 (cont.)

- Another way to resolve conflict: precedence declarations.
- Suppose t_1 is the topmost terminal symbol on the stack, and t_2 is the lookahead symbol. Then:
 - If t_1, t_2 appear in the same `%left` declaration, then reduce
 - If t_1, t_2 appear in the same `%right` declaration, then shift
 - If t_1 appears in a declaration before t_2 , then reduce
 - If t_1 appears in a declaration after t_2 , then shift

- Example:

```
%left    token, ...  
%right   token, ...  
%nonassoc token, ...
```

Example 2 (cont.)

- Use ambiguous grammar, but add these declarations

`%left or`

`%right and`

- `x || y && z` is now handled correctly. Derivation:

Action

Stack

Input

S

`x || y && z`

Example 2 (cont.)

- However, `ocamlyacc` still reports conflicts. Output:

```
6: shift/reduce conflict (shift 7, reduce 4) on and
```

```
6: shift/reduce conflict (shift 8, reduce 4) on or
```

```
state 6
```

```
CondExpr : CondExpr . or CondExpr (2)
```

```
CondExpr : CondExpr . and CondExpr (3)
```

```
CondExpr : not CondExpr . (4)
```

```
and shift 7
```

```
or shift 8
```

```
$end reduce 4
```

- Problem is that we didn't resolve ambiguity involving !
 - Add `"%nonassoc not"` after the two lines above

More on conflicts and LR parsing

- Prof. Kamin's note on the "LR theorem"
- *Compilers: Principles, Techniques, and Tools* by Aho, Sethi, and Ullman
 - A.K.A "The Dragon Book"