

LR(1) Parse Tables

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- Closure Function (Figure 3.20)
- Goto Function (Figure 3.21)
- Build Canonical Collection (Figure 3.22)
- Build LR(1) Action and Goto Tables (Figure 3.24)

Closure Function

```
closure(s)  
  while (s is still changing)  
    for each item  $[A \rightarrow \beta \bullet C \delta, a] \in s$   
      for each production  $C \rightarrow \gamma \in P$   
        for each  $b \in \text{FIRST}(\delta a)$   
           $s \leftarrow s \cup \{[C \rightarrow \bullet \gamma, b]\}$   
  
  return s
```

■ FIGURE 3.20 The *closure* Procedure.

Goto Function

```
goto(s,x)
  moved ← ∅
  for each item  $i \in s$ 
    if the form of  $i$  is  $[\alpha \rightarrow \beta \bullet x \delta, a]$  then
      moved ← moved  $\cup$   $\{[\alpha \rightarrow \beta x \bullet \delta, a]\}$ 
  return closure(moved)
```

■ FIGURE 3.21 The goto Function.

Build Canonical Collection

```
CC0 ← closure({[S' → • S, eof]})
CC ← {CC0}
while (new sets are still being added to CC)
  for each unmarked set CCi ∈ CC
    mark CCi as processed
    for each x following a • in an item in CCi
      temp ← goto(CCi, x)
      if temp ∉ CC
        then CC ← CC ∪ {temp}
      record transition from CCi to temp on x
```

■ FIGURE 3.22 The Algorithm to Build *CC*.

Build LR(1) Action and Goto Tables

```
for each  $CC_i \in CC$ 
  for each item  $I \in CC_i$ 
    if  $I$  is  $[A \rightarrow \beta \bullet cy, a]$  and  $\text{goto}(CC_i, c) = CC_j$  then
       $\text{Action}[i, c] \leftarrow \text{"shift } j\text{"}$ 
    else if  $I$  is  $[A \rightarrow \beta \bullet, a]$  then
       $\text{Action}[i, a] \leftarrow \text{"reduce } A \rightarrow \beta\text{"}$ 
    else if  $I$  is  $[S' \rightarrow S \bullet, \text{eof}]$  then
       $\text{Action}[i, \text{eof}] \leftarrow \text{"accept"}$ 
  for each  $n \in NT$ 
    if  $\text{goto}(CC_i, n) = CC_j$  then
       $\text{Goto}[i, n] \leftarrow j$ 
```

■ FIGURE 3.24 LR(1) Table-Filling Algorithm.

LR(1) Parse Tables

1. $S \rightarrow E$
2. $E \rightarrow T + E$
3. $E \rightarrow T$
4. $T \rightarrow id$

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- Configuration Item
S -> · E, eof

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0

S -> · E, eof

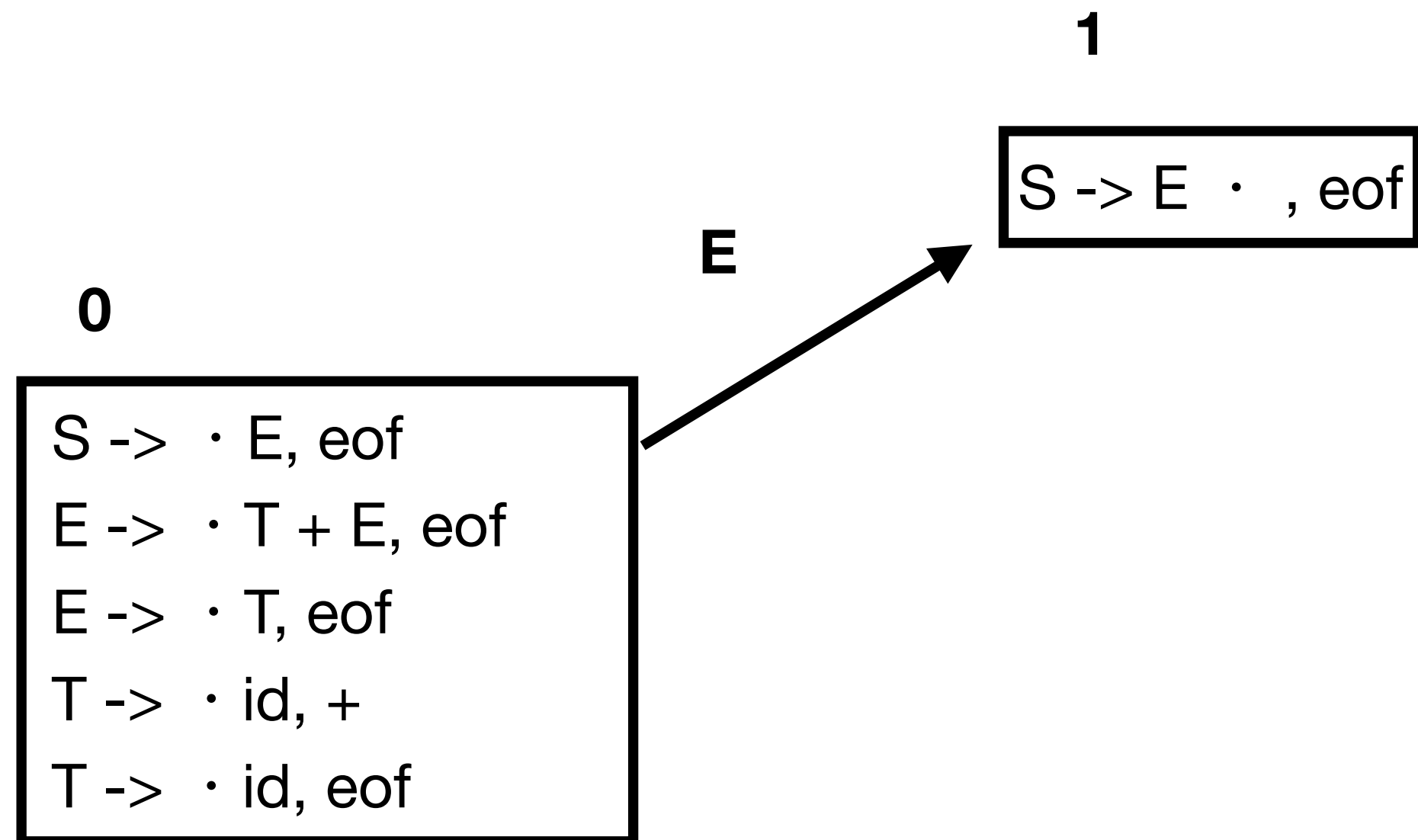
E -> · T + E, eof

E -> · T, eof

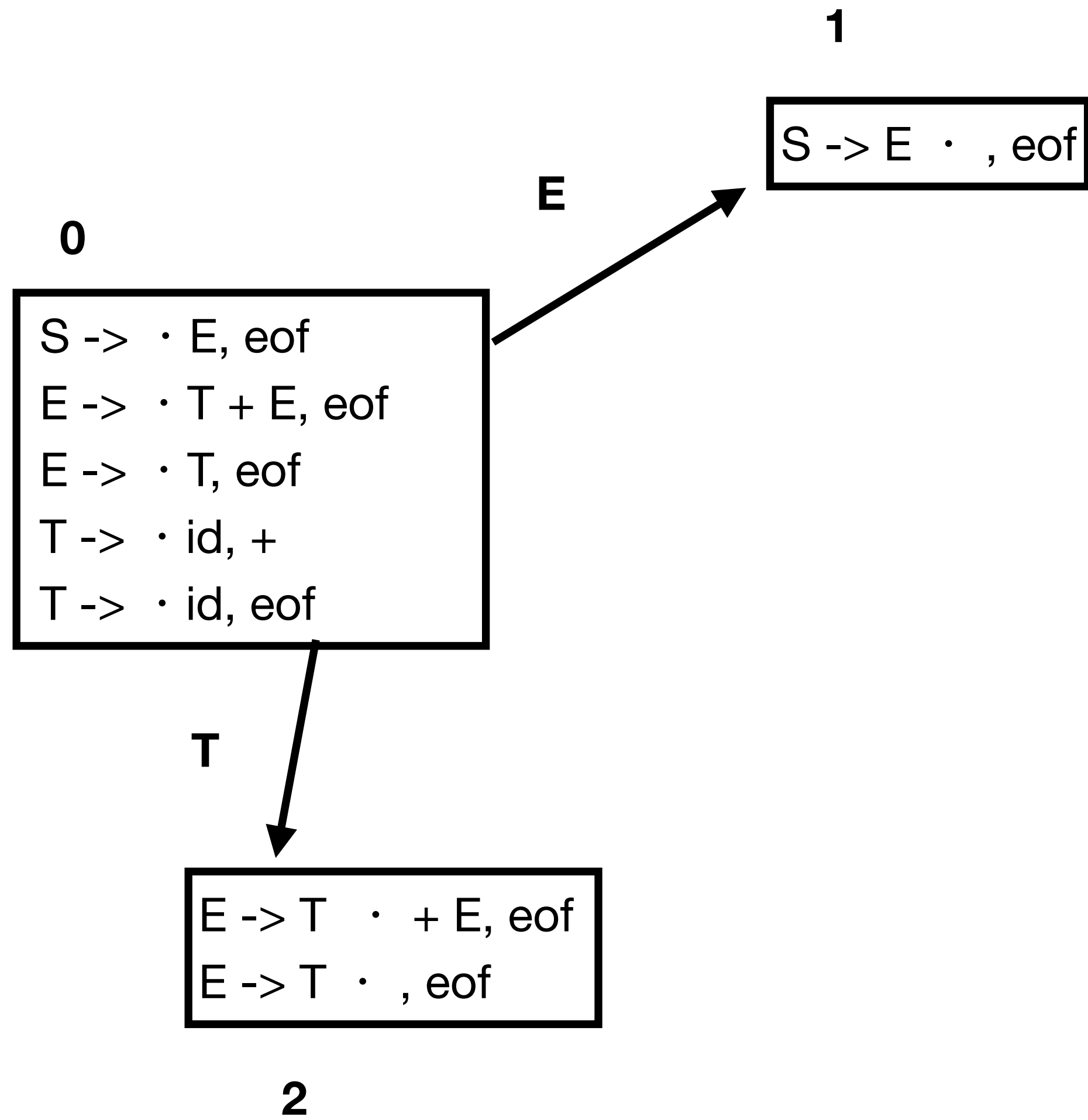
T -> · id, +

T -> · id, eof

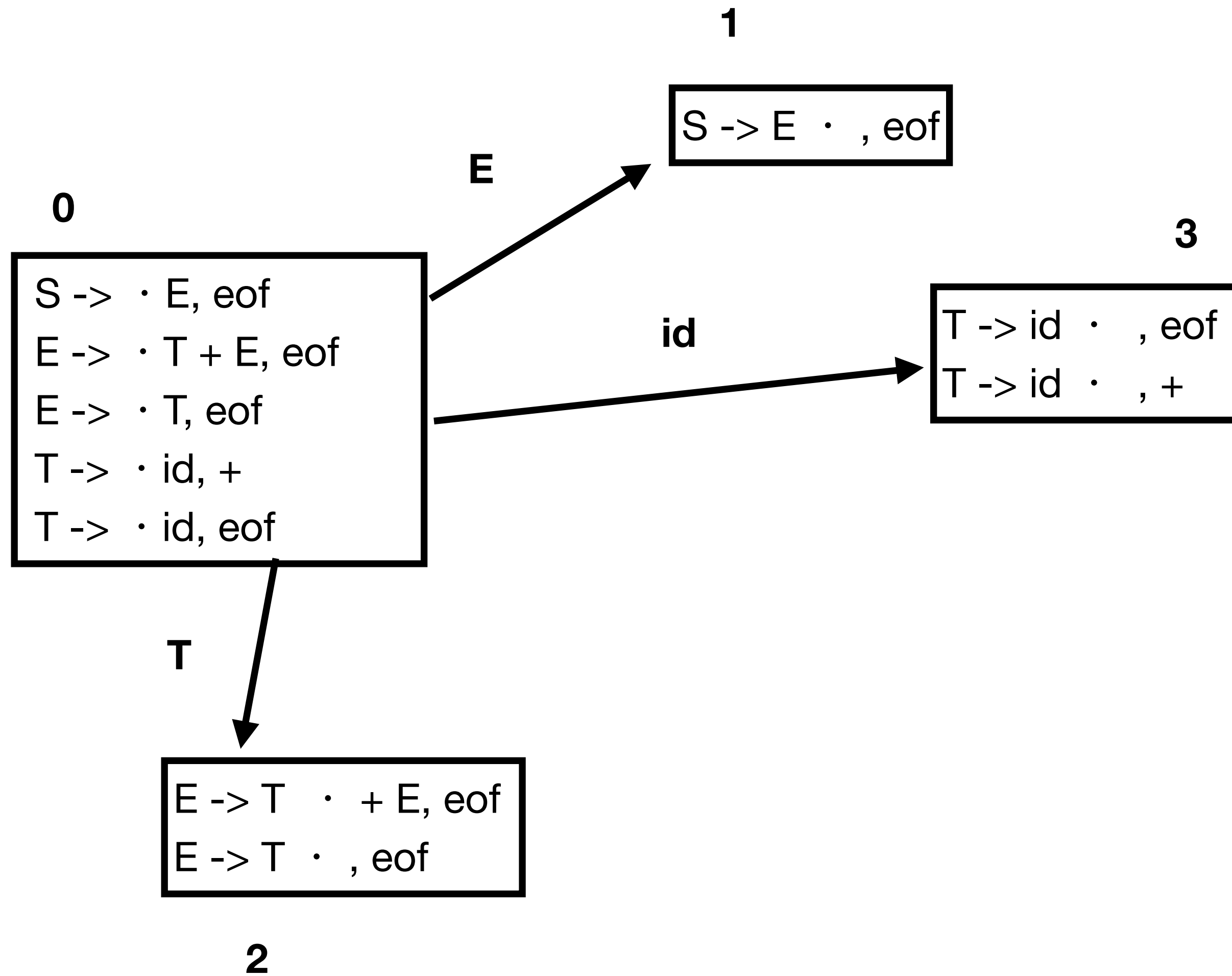
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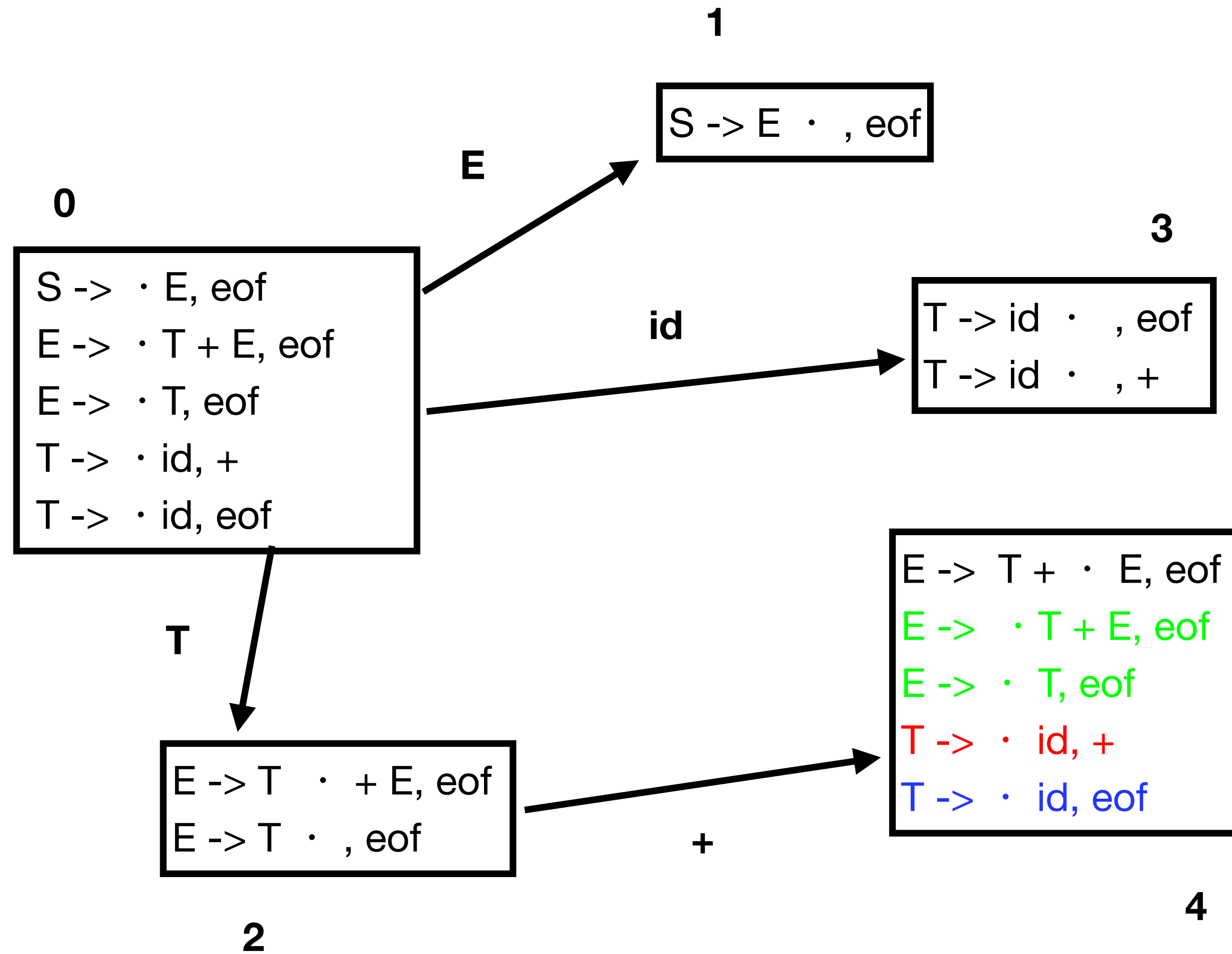
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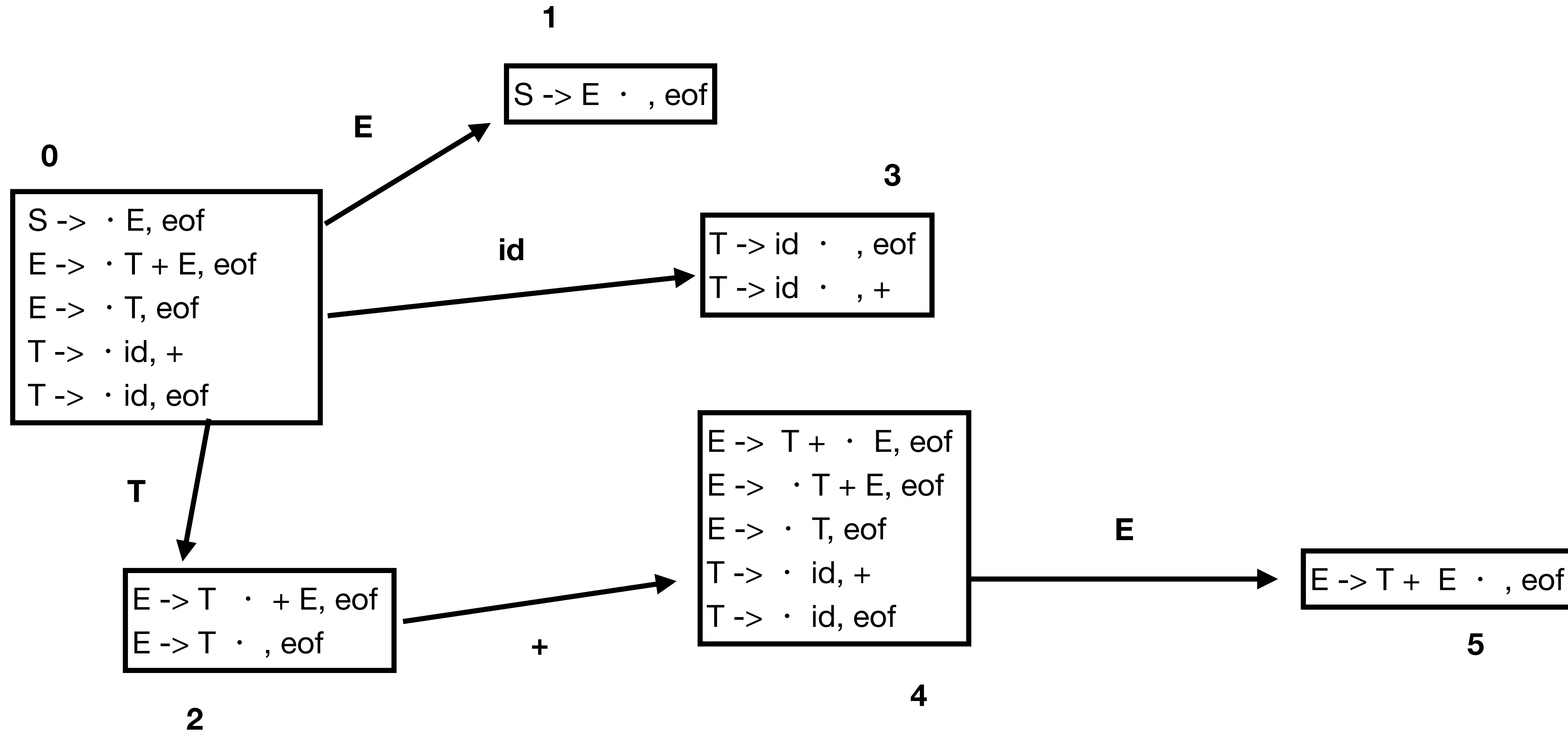
LR(1) Parse Tables



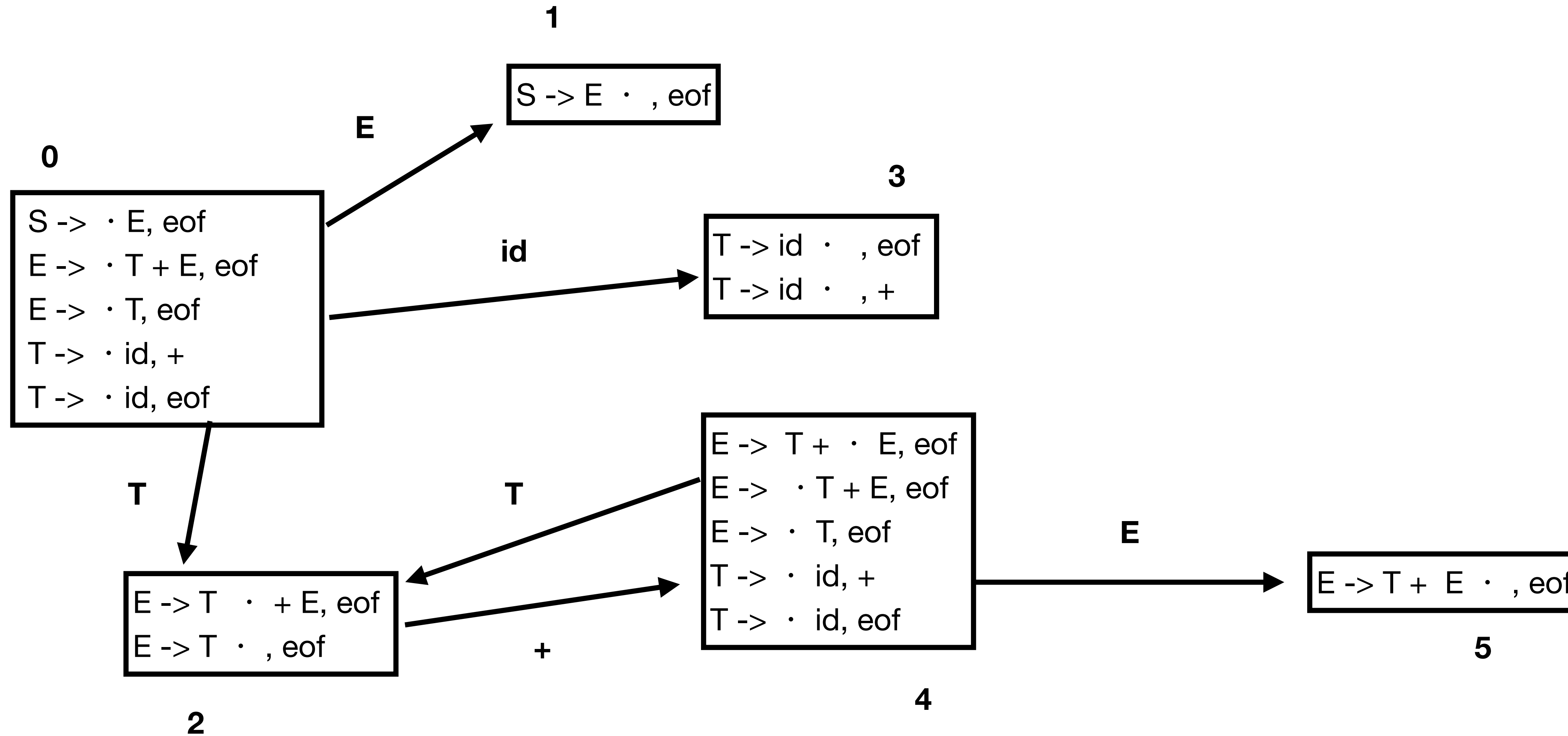
LR(1) Parse Tables



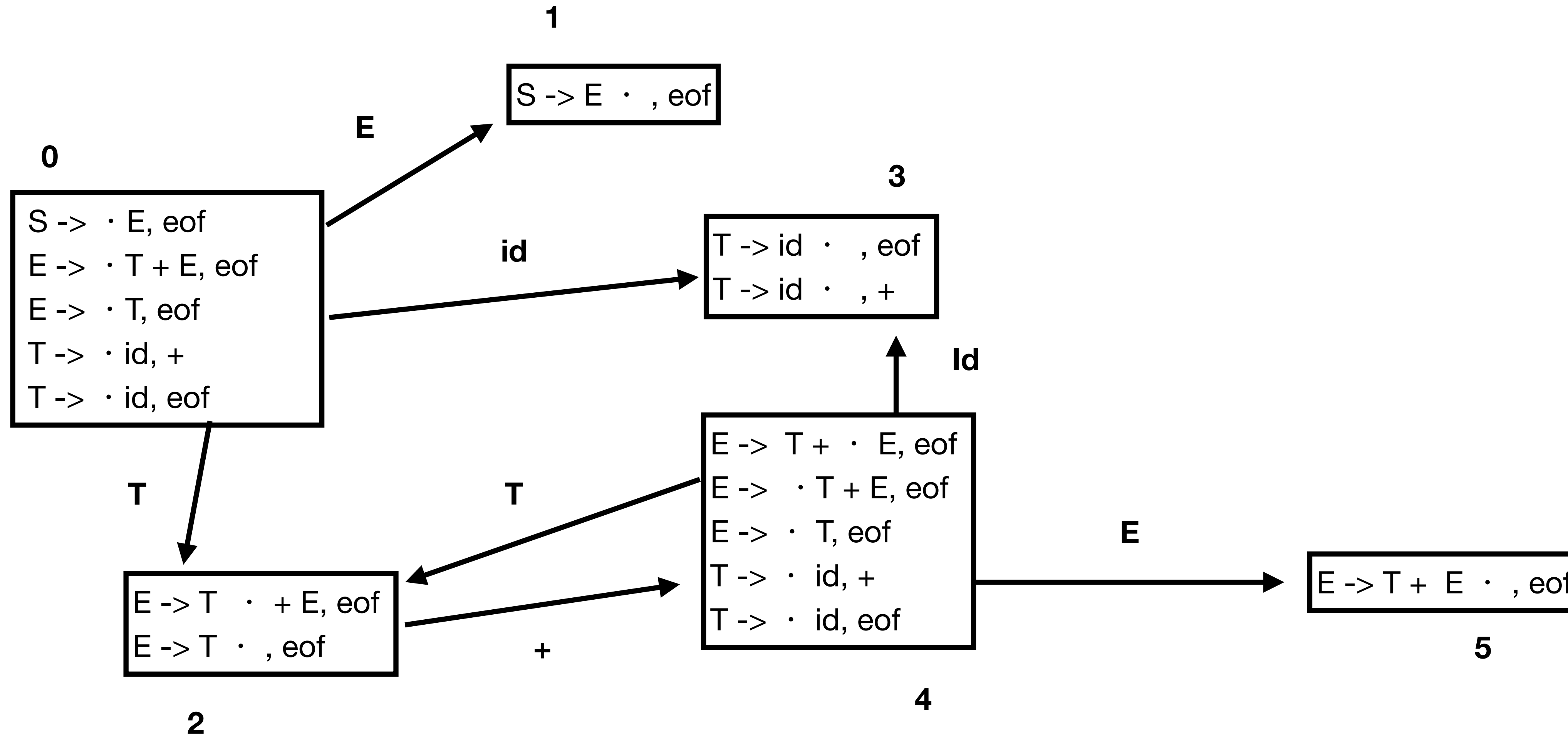
LR(1) Parse Tables



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LR(1) Parse Tables



LR(1) Parse Tables

| State | Action Table | | | Goto Table | |
|-------|--------------|-----------|-----|------------|----------|
| | <i>eof</i> | <i>id</i> | + | <i>E</i> | <i>T</i> |
| 0 | | s 3 | | 1 | 2 |
| 1 | acc | | | | |
| 2 | r 3 | | s 4 | | |
| 3 | r 4 | | r 4 | | |
| 4 | | s 3 | | 5 | 2 |
| 5 | r 2 | | | | |