

Constructing Action and Goto Tables

MICHAEL WOLLOWSKI

Mostly based on "Engineering a Compiler"

Constructing Action and Goto Tables

The compiler writer can build *Action* and *Goto* tables by hand.

However, the table-construction algorithm requires scrupulous bookkeeping.

It is a prime example of the kind of task that should be automated and relegated to a computer.

In order to understand the behavior of those programs, we will study one algorithm that can be used to construct LR(1) parse tables.

LR(1) Items

Represent potential handles and look-ahead symbols

An LR(1) item $[A \rightarrow \beta \bullet \gamma, a]$ consists of:

- A production $A \rightarrow \beta\gamma$
- A placeholder \bullet that indicates the position of the stacktop in the productions rhs
- A specific terminal symbol a as a lookahead symbol.

LR(1) Items

The position of placeholder \bullet distinguishes among the following three cases:

- $[A \rightarrow \bullet \beta\gamma, a]$ indicates that an A would be valid and that recognizing a β next would be one step toward discovering an A . We call such an item a *possibility*, because it represents a possible completion for the input already seen.
- $[A \rightarrow \beta \bullet \gamma, a]$ indicates that the parser has progressed from the state $[A \rightarrow \bullet \beta\gamma, a]$ by recognizing β . The β is consistent with recognizing an A . One valid next step would be to recognize a γ . We call such an item *partially complete*.
- $[A \rightarrow \beta\gamma \bullet, a]$ indicates that the parser has found $\beta\gamma$ in a context where an A followed by an a would be valid. If the look ahead symbol is a , then the item is a handle and the parser can reduce $\beta\gamma$ to A . Such an item is *complete*.

LR(1) Items for Parenthesis Grammar

Here you see the complete set of LR(1) items generated for the parentheses grammar listed below.

		[<i>Goal</i> → • <i>List</i> , eof]		
		[<i>Goal</i> → <i>List</i> •, eof]		
1	<i>Goal</i> → <i>List</i>	[<i>List</i> → • <i>List</i> <i>Pair</i> , eof]	[<i>List</i> → • <i>List</i> <i>Pair</i> , (]	
2	<i>List</i> → <i>List</i> <i>Pair</i>	[<i>List</i> → <i>List</i> • <i>Pair</i> , eof]	[<i>List</i> → <i>List</i> • <i>Pair</i> , (]	
3	<i>Pair</i>	[<i>List</i> → <i>List</i> <i>Pair</i> •, eof]	[<i>List</i> → <i>List</i> <i>Pair</i> •, (]	
4	<i>Pair</i> → (<i>Pair</i>)	[<i>List</i> → • <i>Pair</i> , eof]	[<i>List</i> → • <i>Pair</i> , (]	
5	()	[<i>List</i> → <i>Pair</i> •, eof]	[<i>List</i> → <i>Pair</i> •, (]	
		[<i>Pair</i> → • (<i>Pair</i>), eof]	[<i>Pair</i> → • (<i>Pair</i>),)]	[<i>Pair</i> → • (<i>Pair</i>), (]
		[<i>Pair</i> → (• <i>Pair</i>), eof]	[<i>Pair</i> → (• <i>Pair</i>),)]	[<i>Pair</i> → (• <i>Pair</i>), (]
		[<i>Pair</i> → (<i>Pair</i> •), eof]	[<i>Pair</i> → (<i>Pair</i> •),)]	[<i>Pair</i> → (<i>Pair</i> •), (]
		[<i>Pair</i> → (<i>Pair</i>) •, eof]	[<i>Pair</i> → (<i>Pair</i>) •,)]	[<i>Pair</i> → (<i>Pair</i>) •, (]
		[<i>Pair</i> → • () , eof]	[<i>Pair</i> → • () , (]	[<i>Pair</i> → • () ,)]
		[<i>Pair</i> → (•) , eof]	[<i>Pair</i> → (•) , (]	[<i>Pair</i> → (•) ,)]
		[<i>Pair</i> → () •, eof]	[<i>Pair</i> → () •, (]	[<i>Pair</i> → () •,)]

First and Follow Sets for our Grammar

Follow(*Goal*) = {eof}

Follow(*List*) = {eof, (}

Follow(*Pair*) = {eof, (,)}

First(*Goal*) = { (}

First(*List*) = { (}

First(*Pair*) = { (}

1	<i>Goal</i> → <i>List</i>
2	<i>List</i> → <i>List</i> <i>Pair</i>
3	<i>Pair</i>
4	<i>Pair</i> → (<i>Pair</i>)
5	()

Canonical Collection

A *Canonical Collection* \mathcal{C} of a set of LR(1) items is a model of all transitions that can occur, beginning at the start state.

$$\mathcal{C} = \{CC_0, CC_1, \dots, CC_n\}$$

Each CC_i

- is a set of LR(1) items
- will represents a parser state

Two operations are used to calculate them:

- Closure
- Goto

Q2

Closure

The closure operation completes a state.

Given a core set of LR(1) items, it adds to that set any related LR(1) items that they imply.

For example, any set that contains $Goal \rightarrow List$ may also contain the productions that derive a $List$.

Thus, we may add items $[List \rightarrow \bullet List Pair, eof]$ and $[List \rightarrow \bullet Pair, eof]$ to the list containing

$[Goal \rightarrow \bullet List, eof]$.

Q2

Closure

To simplify the task of finding the goal symbol, we require that the grammar have a unique goal symbol that does not appear on the right-hand side of any production.

The item $[Goal \rightarrow \bullet List, eof]$ represents the parser's initial state for the parentheses grammar.

Every valid parse recognizes *Goal* followed by *eof*.

This item forms the core of the first state in \mathcal{C} , labelled cc_0 .

If the grammar has multiple productions for the goal symbol, each of them generates an item in the initial core of cc_0 .

The Closure Procedure

Finds equivalence class of LR(1) items

- s : a set of LR(1) items

```

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

```

The Closure Procedure: Example

For the parentheses grammar, the initial item is

$$[Goal \rightarrow \bullet List, eof]$$

Applying *closure* to that set adds the following items:

1. $[List \rightarrow \bullet List Pair, eof]$
2. $[List \rightarrow \bullet List Pair, (]$
3. $[List \rightarrow \bullet Pair, eof]$
4. $[List \rightarrow \bullet Pair, (]$
5. $[Pair \rightarrow \bullet (Pair), eof]$
6. $[Pair \rightarrow \bullet (Pair), (]$
7. $[Pair \rightarrow \bullet (), eof]$
8. $[Pair \rightarrow \bullet (), (]$

1	$Goal \rightarrow List$
2	$List \rightarrow List Pair$
3	$ Pair$
4	$Pair \rightarrow (Pair)$
5	$ ()$

This set is cc_0

Goto

To model the transition that the parser would make from a given state on some grammar symbol, x , the algorithm computes the set of items that would result from recognizing an x .

To do so, the algorithm selects the subset of the current set of LR(1) items where \bullet precedes x and advances the \bullet past the x in each of them.

The Procedure Goto

Finds state transitions

- s : a set of LR(1) items
- x : a terminal or non-terminal symbol

```
goto(s, x)
  moved ← {}
  for each item i in s
    if i is like  $[A \rightarrow \beta \bullet x \delta, \mathbf{a}]$  then
      moved ← moved  $\cup$   $\{ [A \rightarrow \beta x \bullet \delta, \mathbf{a}] \}$ 
  return closure(moved)
```

The Procedure Goto: Example

Given cc_0 , we now compute $goto(cc_0, ($)

This set includes the following items:

1. $[Pair \rightarrow (\bullet Pair), eof]$
2. $[Pair \rightarrow (\bullet Pair), (]$
3. $[Pair \rightarrow (\bullet), eof]$
4. $[Pair \rightarrow (\bullet), (]$
5. $[Pair \rightarrow \bullet (Pair),)]$
6. $[Pair \rightarrow \bullet (,)]$

Algorithm to Build \mathcal{CC}

$$CC_0 \leftarrow \text{closure}(\{[S' \rightarrow \bullet S, \text{eof}]\})$$

$$\mathcal{CC} \leftarrow \{CC_0\}$$

while (new sets still being added to \mathcal{CC})

 for each unmarked set CC_j in \mathcal{CC}

 mark CC_j as processed

 for each X following a \bullet in an item of CC_j

 temp $\leftarrow \text{goto}(CC_j, X)$

 if (temp not in \mathcal{CC})

 then $\mathcal{CC} \leftarrow \mathcal{CC} \cup \{\text{temp}\}$

 record transition from CC_j to temp on X

EITHER A TERMINAL
OR A NON-TERMINAL

CC for Parentheses Grammar

$$CC_0 = \left\{ \begin{array}{lll} [Goal \rightarrow \bullet List, \text{eof}] & [List \rightarrow \bullet List Pair, \text{eof}] & [List \rightarrow \bullet List Pair, _] \\ [List \rightarrow \bullet Pair, \text{eof}] & [List \rightarrow \bullet Pair, _] & [Pair \rightarrow \bullet _ Pair _, \text{eof}] \\ [Pair \rightarrow \bullet _ Pair _, _] & [Pair \rightarrow \bullet _ _, \text{eof}] & [Pair \rightarrow \bullet _ _, _] \end{array} \right\}$$

$\text{goto}(CC_0, _)$ is CC_3

$$CC_3 = \left\{ \begin{array}{lll} [Pair \rightarrow \bullet _ Pair _, _] & [Pair \rightarrow _ \bullet Pair _, \text{eof}] & [Pair \rightarrow _ \bullet Pair _, _] \\ [Pair \rightarrow \bullet _ _, _] & [Pair \rightarrow _ _ \bullet _, \text{eof}] & [Pair \rightarrow _ _ \bullet _, _] \end{array} \right\}$$

$\text{goto}(CC_0, List)$ is CC_1 .

$$CC_1 = \left\{ \begin{array}{lll} [Goal \rightarrow List \bullet, \text{eof}] & [List \rightarrow List \bullet Pair, \text{eof}] & [List \rightarrow List \bullet Pair, _] \\ [Pair \rightarrow \bullet _ Pair _, \text{eof}] & [Pair \rightarrow \bullet _ Pair _, _] & [Pair \rightarrow \bullet _ _, \text{eof}] \\ & [Pair \rightarrow \bullet _ _, _] & \end{array} \right\}$$

CC for Parentheses Grammar

$goto(cc_0, Pair)$ is cc_2 .

$$cc_2 = \{ [List \rightarrow Pair \bullet, eof] \quad [List \rightarrow Pair \bullet, _] \}$$

$goto(cc_1, Pair)$ is cc_4 .

$$cc_4 = \{ [List \rightarrow List Pair \bullet, eof] \quad [List \rightarrow List Pair \bullet, _] \}$$

$goto(cc_1, _)$ is cc_3 , which represents the future need to find a matching $_$.

$goto(cc_3, Pair)$ is cc_5 .

$$cc_5 = \{ [Pair \rightarrow _ Pair \bullet _, eof] \quad [Pair \rightarrow _ Pair \bullet _, _] \}$$

CC for Parentheses Grammar

$goto(cc_3, _)$ is cc_6 .

$$cc_6 = \left\{ \begin{array}{ll} [Pair \rightarrow \bullet _ Pair _, _] & [Pair \rightarrow _ \bullet Pair _, _] \\ [Pair \rightarrow \bullet _, _] & [Pair \rightarrow _ \bullet _, _] \end{array} \right\}$$

$goto(cc_3, _)$ is cc_7 .

$$cc_7 = \{ [Pair \rightarrow _ _ \bullet, eof] \quad [Pair \rightarrow _ _ \bullet, _] \}$$

$goto(cc_5, _)$ is cc_8 .

$$cc_8 = \{ [Pair \rightarrow _ Pair _ \bullet, eof] \quad [Pair \rightarrow _ Pair _ \bullet, _] \}$$

CC for Parentheses Grammar

$goto(CC_5, _)$ is CC_8 .

$$CC_8 = \{ [Pair \rightarrow _ Pair _ \bullet, eof] \quad [Pair \rightarrow _ Pair _ \bullet, _] \}$$

$goto(CC_6, Pair)$ is CC_9 .

$$CC_9 = \{ [Pair \rightarrow _ Pair \bullet _, _] \}$$

$goto(CC_6, _)$ is CC_{10} .

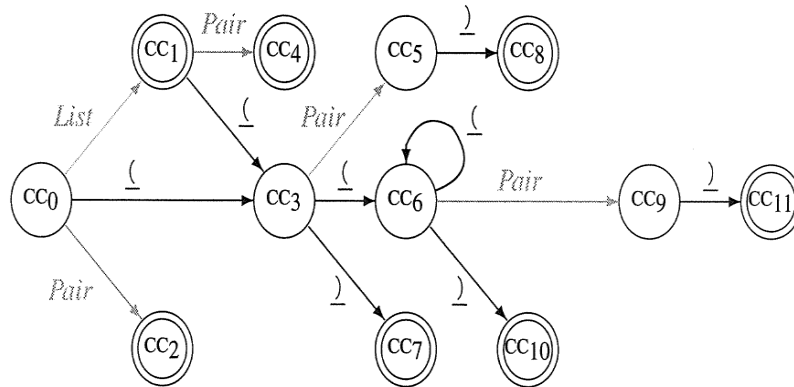
$$CC_{10} = \{ [Pair \rightarrow _ _ \bullet, _] \}$$

CC for Parentheses Grammar

The closure sets produced for our grammar:

Iteration	Item	Goal	List	Pair	()	eof
0	CC ₀	∅	CC ₁	CC ₂	CC ₃	∅	∅
1	CC ₁	∅	∅	CC ₄	CC ₃	∅	∅
	CC ₂	∅	∅	∅	∅	∅	∅
	CC ₃	∅	∅	CC ₅	CC ₆	CC ₇	∅
2	CC ₄	∅	∅	∅	∅	∅	∅
	CC ₅	∅	∅	∅	∅	CC ₈	∅
	CC ₆	∅	∅	CC ₉	CC ₆	CC ₁₀	∅
	CC ₇	∅	∅	∅	∅	∅	∅
3	CC ₈	∅	∅	∅	∅	∅	∅
	CC ₉	∅	∅	∅	∅	CC ₁₁	∅
	CC ₁₀	∅	∅	∅	∅	∅	∅
4	CC ₁₁	∅	∅	∅	∅	∅	∅

DFA of cc_i s



Producing the Action and Goto Tables

Each cc_i becomes a state.

Shift:

- An item of the form $[A \rightarrow \beta \bullet C \gamma, a]$ indicates that encountering the terminal symbol C would be a valid next step toward discovering the nonterminal A . Either β or γ can be ϵ .
- It generates a *shift* item on C in the current state.
- The next state for the recognizer is the state generated by computing goto on the current state with the terminal c .

Reduce:

- An item of the form $[A \rightarrow \beta \bullet, a]$ indicates that the parser has recognized a β and if the lookahead is a , then the item is a handle.
- It generates a *reduce* item for the production $A \rightarrow \beta$ on a in the current state.

Producing the Action and Goto Tables

Accept:

- An item of the form $[S' \rightarrow S\bullet, eof]$ where S' is the goal symbol indicates the accepting state for the parser.
- This item generates an *accept* action on eof in the current state.

Producing the Action and Goto Tables

Action and Goto tables for our grammar:

Iteration	Item	Goal	List	Pair	()	eof	Action Table		Goto Table	
								eof	()	List
0	CC ₀	∅	CC ₁	CC ₂	CC ₃	∅	∅		s 3	1	2
1	CC ₁	∅	∅	CC ₄	CC ₃	∅	∅	acc	s 3		4
	CC ₂	∅	∅	∅	∅	∅	∅	r 3	r 3		
	CC ₃	∅	∅	CC ₅	CC ₆	CC ₇	∅		s 6	s 7	5
2	CC ₄	∅	∅	∅	∅	∅	∅	r 2	r 2		
	CC ₅	∅	∅	∅	∅	∅	∅			s 8	
	CC ₆	∅	∅	CC ₉	CC ₆	CC ₁₀	∅		s 6	s 10	9
	CC ₇	∅	∅	∅	∅	∅	∅	r 5	r 5		
3	CC ₈	∅	∅	∅	∅	∅	∅	r 4	r 4		
	CC ₉	∅	∅	∅	∅	∅	CC ₁₁			s 11	
	CC ₁₀	∅	∅	∅	∅	∅	∅		r 5		
4	CC ₁₁	∅	∅	∅	∅	∅	∅		r 4		

Producing the Action and Goto Tables

Notice that:

- there are no shift/reduce actions associated with any of the non-terminals in the grammar.
- the CC table tells us transitions outright.
- it does not tell us shift, reduce or accept actions.
- an application of a rule does not change state per se. As such our CC table has no state change information for them.
- the number associated with each rule is the rule number, not the state number.