

Tutorial 3 LALR(1) Parsing, etc.

Consider the CUP grammar in Appendix 1.

- Use the LALR(1) state information in Appendix 2. Construct the action table and goto table from these states.
- Perform an LALR(1) parse of the valid input in Appendix 3. Display the information in the same style as chapter 2 of the lecture notes.
- Draw the parse tree corresponding to the LALR(1) parse. The root node should correspond to the rule “\$START ::= Program \$”. I would prefer that nodes correspond to grammar rules, rather than terminal and nonterminal symbols.
- Draw the abstract syntax tree built by the actions in the CUP grammar.

Appendix 1 CUP grammar for question 1

```
terminal ERROR, LEFT, RIGHT, LEFTBRACE, RIGHTBRACE, ASSIGN, SEMICOLON, COMMA,
CLASS;
```

```
terminal String NUMBER;
```

```
terminal String IDENT;
```

```
nonterminal ProgramNode Program;
```

```
nonterminal DeclListNode DeclList;
```

```
nonterminal DeclNode Decl;
```

```
nonterminal TypeNode Type;
```

```
nonterminal DeclrListNode DeclrList;
```

```
nonterminal DeclrNode Declr;
```

```
nonterminal ExprNode Expr;
```

```
nonterminal VariableNode Variable;
```

```
start with Program;
```

```
Program ::=
    DeclList:declList
    { :
      RESULT = new ProgramNode( declList );
    : }
    ;
```

```
DeclList ::=
    { :
      RESULT = new DeclListNode();
    : }
    |
    DeclList:declList Decl:decl
    { :
      declList.addElement( decl );
      RESULT = declList;
    : }
    ;
```

```

Decl ::=
    Type:type DeclrList:declrList SEMICOLON
    {
    RESULT = new VariableDeclNode( type, declrList );
    :}
    |
    CLASS IDENT:ident LEFTBRACE DeclList:declList RIGHTBRACE
    {
    RESULT = new ClassDeclNode( ident, declList );
    :}
    |
    error SEMICOLON
    {
    RESULT = new ErrorDeclNode( "DeclError...;" );
    :}
    |
    error RIGHTBRACE
    {
    RESULT = new ErrorDeclNode( "DeclError..." );
    :}
    ;

Type ::=
    IDENT:ident
    {
    RESULT = new TypeIdentNode( ident );
    :}
    ;

DeclrList ::=
    Declr:declr
    {
    RESULT = new DeclrListNode( declr );
    :}
    |
    DeclrList:declrList COMMA Declr:declr
    {
    declrList.addElement( declr );
    RESULT = declrList;
    :}
    ;

Declr ::=
    IDENT:ident ASSIGN Expr:expr
    {
    RESULT = new InitDeclrNode( ident, expr );
    :}
    |
    IDENT:ident
    {
    RESULT = new UninitDeclrNode( ident );
    :}
    |
    error
    {
    RESULT = new ErrorDeclrNode( "DeclrError..." );
    :}
    ;

```

```

Expr ::=
    LEFT Expr:expr RIGHT
    { :
      RESULT = expr;
    : }
|
    NUMBER:value
    { :
      RESULT = new NumberNode( Integer.parseInt( value ) );
    : }
|
    Variable:variable
    { :
      RESULT = new VariableExprNode( variable );
    : }
;

Variable ::=
    IDENT:ident
    { :
      RESULT = new VariableNode( ident );
    : }
;

```

Appendix 2 LALR(1) State Information

==== Rules =====

```

[0] $START ::= Program EOF
[1] Program ::= DeclList
[2] DeclList ::=
[3] DeclList ::= DeclList Decl
[4] Decl ::= Type DeclrList SEMICOLON
[5] Decl ::= CLASS IDENT LEFTBRACE DeclList RIGHTBRACE
[6] Decl ::= error SEMICOLON
[7] Decl ::= error RIGHTBRACE
[8] Type ::= IDENT
[9] DeclrList ::= Declr
[10] DeclrList ::= DeclrList COMMA Declr
[11] Declr ::= IDENT ASSIGN Expr
[12] Declr ::= IDENT
[13] Declr ::= error
[14] Expr ::= LEFT Expr RIGHT
[15] Expr ::= NUMBER
[16] Expr ::= Variable
[17] Variable ::= IDENT

```

----- ACTION_TABLE -----

```

From state #0
    EOF:REDUCE(rule 2) error:REDUCE(rule 2) CLASS:REDUCE(rule 2)
    IDENT:REDUCE(rule 2)
From state #1
    EOF:SHIFT(state 29)
From state #2
    EOF:REDUCE(rule 1) error:SHIFT(state 4) CLASS:SHIFT(state 5)
    IDENT:SHIFT(state 6)
From state #3
    error:SHIFT(state 14) IDENT:SHIFT(state 15)
From state #4
    RIGHTBRACE:SHIFT(state 13) SEMICOLON:SHIFT(state 12)
From state #5
    IDENT:SHIFT(state 8)

```

```
From state #6
  error:REDUCE(rule 8) IDENT:REDUCE(rule 8)
From state #7
  EOF:REDUCE(rule 3) error:REDUCE(rule 3) RIGHTBRACE:REDUCE(rule 3)
  CLASS:REDUCE(rule 3) IDENT:REDUCE(rule 3)
From state #8
  LEFTBRACE:SHIFT(state 9)
From state #9
  error:REDUCE(rule 2) RIGHTBRACE:REDUCE(rule 2) CLASS:REDUCE(rule 2)
  IDENT:REDUCE(rule 2)
From state #10
  error:SHIFT(state 4) RIGHTBRACE:SHIFT(state 11) CLASS:SHIFT(state 5)
  IDENT:SHIFT(state 6)
From state #11
  EOF:REDUCE(rule 5) error:REDUCE(rule 5) RIGHTBRACE:REDUCE(rule 5)
  CLASS:REDUCE(rule 5) IDENT:REDUCE(rule 5)
From state #12
  EOF:REDUCE(rule 6) error:REDUCE(rule 6) RIGHTBRACE:REDUCE(rule 6)
  CLASS:REDUCE(rule 6) IDENT:REDUCE(rule 6)
From state #13
  EOF:REDUCE(rule 7) error:REDUCE(rule 7) RIGHTBRACE:REDUCE(rule 7)
  CLASS:REDUCE(rule 7) IDENT:REDUCE(rule 7)
From state #14
  SEMICOLON:REDUCE(rule 13) COMMA:REDUCE(rule 13)
From state #15
  ASSIGN:SHIFT(state 21) SEMICOLON:REDUCE(rule 12) COMMA:REDUCE(rule 12)
From state #16
  SEMICOLON:REDUCE(rule 9) COMMA:REDUCE(rule 9)
From state #17
  SEMICOLON:SHIFT(state 19) COMMA:SHIFT(state 18)
From state #18
  error:SHIFT(state 14) IDENT:SHIFT(state 15)
From state #19
  EOF:REDUCE(rule 4) error:REDUCE(rule 4) RIGHTBRACE:REDUCE(rule 4)
  CLASS:REDUCE(rule 4) IDENT:REDUCE(rule 4)
From state #20
  SEMICOLON:REDUCE(rule 10) COMMA:REDUCE(rule 10)
From state #21
  LEFT:SHIFT(state 22) NUMBER:SHIFT(state 25) IDENT:SHIFT(state 26)
From state #22
  LEFT:SHIFT(state 22) NUMBER:SHIFT(state 25) IDENT:SHIFT(state 26)
From state #23
  RIGHT:REDUCE(rule 16) SEMICOLON:REDUCE(rule 16) COMMA:REDUCE(rule 16)
From state #24
  SEMICOLON:REDUCE(rule 11) COMMA:REDUCE(rule 11)
From state #25
  RIGHT:REDUCE(rule 15) SEMICOLON:REDUCE(rule 15) COMMA:REDUCE(rule 15)
From state #26
  RIGHT:REDUCE(rule 17) SEMICOLON:REDUCE(rule 17) COMMA:REDUCE(rule 17)
From state #27
  RIGHT:SHIFT(state 28)
From state #28
  RIGHT:REDUCE(rule 14) SEMICOLON:REDUCE(rule 14) COMMA:REDUCE(rule 14)
From state #29
  EOF:REDUCE(rule 0)
-----
```

```
----- REDUCE_TABLE -----  
From state #0:  
  Program:GOTO(1)  
  DeclList:GOTO(2)  
From state #1:  
From state #2:  
  Decl:GOTO(7)  
  Type:GOTO(3)  
From state #3:  
  DeclrList:GOTO(17)  
  Declr:GOTO(16)  
From state #4:  
From state #5:  
From state #6:  
From state #7:  
From state #8:  
From state #9:  
  DeclList:GOTO(10)  
From state #10:  
  Decl:GOTO(7)  
  Type:GOTO(3)  
From state #11:  
From state #12:  
From state #13:  
From state #14:  
From state #15:  
From state #16:  
From state #17:  
From state #18:  
  Declr:GOTO(20)  
From state #19:  
From state #20:  
From state #21:  
  Expr:GOTO(24)  
  Variable:GOTO(23)  
From state #22:  
  Expr:GOTO(27)  
  Variable:GOTO(23)  
From state #23:  
From state #24:  
From state #25:  
From state #26:  
From state #27:  
From state #28:  
From state #29:  
-----
```

Appendix 3 Valid input for question 1(b), (c), (d)

```
class A {  
  int a, b = 3;  
  int c = ( a );  
}
```

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