Computational Linguistics II: Parsing LR-Parsing

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Properties of det. cf. languages

- In Non-Deterministic \Rightarrow Det. FSA
- **I** LR(1) and ϵ rule
- LALR(1) Parsing
- SLR(1) Parsing with JFLAP

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Once Again: The Big Picture

hierarchy	grammar	machine	other
type 3	reg. grammar	DFA	reg. expressions
		NFA	
det. cf.	LR(k) grammar	DPDA	
type 2	CFG	PDA	
type 1	CSG	LBA	
type 0	unrestricted	Turing	
	grammar	machine	

DFA: Deterministic finite state automaton (D)PDA: (Deterministic) Pushdown automaton CFG: Context-free grammar CSG: Context-sensitive grammar

LBA: Linear bounded automaton

Closure Properties

Union

• det. cf. languages are not closed

Concatenation

• det. cf. languages are not closed Complementation

• det. cf. languages are closed

Kleene star

• det. cf. languages are not closed

Intersection

- det. cf. languages are not closed
- the intersection of a det. cf. language with a regular language is also det. cf.

Decision Properties

Word problem

• all type 2 languages: decidable (CYK algorithm)

• det. cf. languages: linear complexity

Emptiness problem

• all type 2 languages: decidable (marking of symbols in grammar) Finiteness problem

• all type 2 languages: decidable (cycles in grammar-graph) Equivalence problem

• det. cf. languages: decidable (proved 1997)

Intersection problem

• det. cf. languages: not decidable (not closed unter intersection)

• large subclass of type 2 grammars

- LR grammars are not ambiguous
- matter of definition: a grammar is LR if it can be parsed by an LR parser...
- for a grammar to be LR: recognize a RHS of a production with k input symbols of look-ahead
- for a grammar to be LL: recognize the use of a production seeing only the first k symbols of its RHS.
- thus, LR grammars can describe more languages

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• recognition with a **non-deterministic FSA** is very inefficient: involves extensive search

- at every point when different transitions are possible, try both alternatives
- solution: convert non-deterministic FSA into deterministic FSA
- recognized language must remain the same!
- two steps:
 - subset construction
 - reconnecting states

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Subset Construction

old start state = new start state

constructing a state tree:

 for each new state s in the new automaton:
 for each element e in the lexicon:
 create a new state x which is the subset of all states that can be reached from s via e
 create a transition from s to x with label e
 newly created states which already exist receive a mark but are not

pursued further

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Reconnecting the Automaton

- delete transitions which lead to error states
- combine marked states with their first occurrence

S

а

С

AB

a h

С

BC

AC

а

D

С

а

b

с

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Reconnecting the Automaton



- we know that ϵ rules are difficult for bottom-up parsers: can be inserted anywhere between words, any number of times
- in non-deterministic automaton: no problem, just like any other rule
- in deterministic automaton: only works when look-ahead is different from any other rule in the same state
- otherwise, a shift/reduce or a reduce/reduce conflict results
- one needs to be careful when constructing look-ahead sets: category that dominates ϵ is "transparent"
- S \rightarrow ABC; A \rightarrow a; B $\rightarrow \epsilon \mid$ b; C \rightarrow c FOLLOW(A)= {b, c}
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The FIRST set

- FIRST $(\epsilon) = \epsilon$
- IRST(a) = a
- FIRST(A) is the union of FIRST(w) for all RHS w of A.
- Let every X_i be either a terminal or a variable: FIRST $(X_1X_2X_3...X_N) =$ FIRST (X_1) if X_1 does not derive ϵ FIRST $(X_1X_2X_3...X_N) =$ FIRST $(X_1) - \epsilon \cup$ FIRST $(X_2X_3...X_N)$ if X_1 derives ϵ

The FOLLOW set

- # is in FOLLOW(S)
- ⓐ for A→vB, FOLLOW(A) is in FOLLOW(B).

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• problem with LR(1) parsing: huge tables

- idea: go back to LR(0) table: LR(1) states can be collapsed to LR(0) states without changing transitions
- only missing information: look-aheads! Can be copied from LR(1) states.
- result: Look Ahead LR(0) with 1 look-ahead: LALR(1)
- BUT: need to construct huge LR(1) automaton first!
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Channel Algorithm

• see Sandra's slides

SLR(1)

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