

# Lookahead $k > 1$ in *LL* and *LR* Translators

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- **Introduction**

- Basic Terms

- Recognizers  $\times$  Translators

- Recognition Power

- **Lookahead  $k > 1$**

- Why Use  $k > 1$ ?

- Claim 1: Grammar Transformation

- Claim 2:  $LR(1)$  Equals  $LR(k > 1)$

- Claim 3: Space and Time Requirements

- **Conclusion**

- Conclusion



## LL parser

- **Top-down** parser.
- It parses the input from **L**eft to right, and constructs a **L**eftmost derivation of the sentence.

## LL grammar

- Grammar, on which some LL parser can be based.



## LR parser

- **Bottom-up** parser.
- It parses the input from **L**eft to right, and constructs a (reverse of) **R**ightmost derivation of the sentence.

## LR grammar

- Grammar, on which some LR parser can be based.

- Lookahead
- The number of input tokens, which a parser use to decide which rule it should use.
  - Normally, we use lookahead of size 1.

|   |      |      |       |      |     |
|---|------|------|-------|------|-----|
|   | id + | id * | id id | ( id | ... |
| A | 2    | 3    |       | 7    |     |
|   |      | ...  |       |      |     |

Figure : Example of an  $LL(2)$  table.

An  $LL$  ( $LR$ ) parser is called an  $LL(k)$  ( $LR(k)$ ) parser if it uses lookahead of size  $k$  when parsing a sentence.

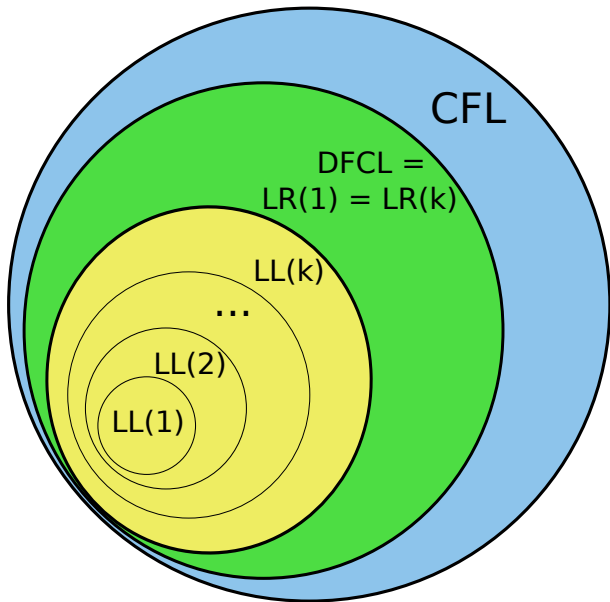


## Recognizer

- Given a source code and a grammar, can this code be generated by this grammar?
- Answer: Yes or No.

## Translator

- Translates source code defined by some grammar into an equivalent target code.
- More than just a recognizer.





*LL* and *LR* translators with lookahead  $k = 1$  has been almost exclusively used because of the following claims:

- Transformation techniques (e.g. factorization) can be used.
- $LR(1)$  equals  $LR(k > 1)$  in recognition power.
- $k > 1$  is not plausible (space and time requirements).

Problems:

- The first claim is often impractical.
- The second claim is not true in case of translators.
- The third claim is outdated.





```
stat:  ID ":" stat  /* statement label */
      |  expr ";"
      ;
expr:  ID "=" expr /* assignment */
      ;
```

Figure :  $LL(2)$  grammar for a fragment of the C language.

It could be transformed into an equivalent  $LL(1)$  grammar using factorization, but:

- $LL(2)$  grammar is more convenient – where to put semantic actions in the transformed grammar?
- It can be practically implausible, because *expr* occurs throughout the grammar.

Semantic actions can decrease the power of translators based on  $LR$  parsers.

```
start:  {printf("X ahead");} A X
       |  A Y
       ;
```

Figure :  $LR(2)$  grammar, which is not  $LR(1)$  (due to actions).

In worst case:

$$LL(1) = LR(1) \subset LL(2) = LR(2) \subset \dots \subset LL(k) = LR(k)$$

However, this do not often happen in practice.



Is lookahead  $k > 1$  plausible in practice?

- In theory, storing full lookahead information for one decision requires  $O(|T|^k)$  space, where  $|T|$  is the number of token types.

It was not plausible earlier, but it can be today:

- More available memory, faster processors.
- Various techniques and heuristics were developed:
  - Linear-approximate lookahead –  $O(k|T|)$



- Recognizers  $\times$  Translators
- There are practical needs for  $k > 1$  lookahead:
  - Transformation techniques might be impractical.
  - The presence of actions reduces the strength of  $LR(k)$  translators.
  - With current computers and heuristic approaches, use of  $k > 1$  is feasible.



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# Discussion