

10 Item Generation

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Generating LR(0) Items

Example:

Given Grammar G:

$S \rightarrow AA$
 $A \rightarrow aA$
 $A \rightarrow b$

Step 1: Generate augmented Grammar G'

Augmented grammar G':

$S' \rightarrow S$
 $S \rightarrow AA$
 $A \rightarrow aA$
 $A \rightarrow b$

Generating LR(0) Items – Cont.

Step 2: Generate I0 item

Follow the closure function

```
function closure ( list of production rules Item )  
begin  
Repeat  
  I := Item;  
  for each production P in I of the form P -> .Aβ do  
    for each production A -> β in the Grammar do  
      if (A -> .β) ∉ I  
        Item := Item + (A -> .β)  
    end for  
  end for  
Until no new production added to Item  
return Item  
end closure
```

I0 Item: Closure ($S' \rightarrow .S$)

$S' \rightarrow .S$

$S \rightarrow .AA$

$A \rightarrow .aA$

$A \rightarrow .b$

```

1 //##### I0 item generator #####
2 //##### CODED BY AHMED ALI ALSAMMAN #####
3 // Input: Grammar G
4 // Output: I0 item
5 using System;
6 using System.Collections.Generic;
7 using System.Linq;
8
9 namespace I0
10 {
11     class Program
12     {
13         static List<string> G = new List<string>() { "E→E+T", "E→T", "T→T*F",
14             "T→F", "F→(E)", "F→i" };
15         static List<char> closed = new List<char>(); // to store closed NT
16         static void Main(string[] args)
17         {
18             List<string> I0 = new List<string>();
19             Console.OutputEncoding = System.Text.Encoding.UTF8; // to write non
20                 ascii characters on the console
21             string augG = G[0][0] + "→" + G[0][0]; // augmented grammar G':
22                 E'→E
23             string prod = augG.Substring(0, 3) + "." + augG.Substring(3); //
24                 E'→.E
25
26             I0 = closure(new List<string>() { prod }); // perform closure on
27                 E'→.E;
28             print(I0);
29         }
30
31         static List<string> closure(List<string> Item)
32         {
33             int prevCount;
34             do
35             {
36                 prevCount = Item.Count();
37                 List<string> I = new List<string>(Item);
38                 foreach (string prod in I)
39                 {
40                     char symbol = prod[prod.IndexOf('.')+1]; // next char to the .
41                     if (Char.IsUpper(symbol) && !closed.Contains(symbol)) //
42                         perform closure
43                     {
44                         foreach (string gProd in G)
45                             if (gProd[0] == symbol) // lookup left hand side
46                                 of grammar G for symbol
47                                 Item.Add(gProd.Substring(0, 2) + "." +
48                                     gProd.Substring(2));
49                         closed.Add(symbol); // mark symbol as closed
50                     }
51                 }
52             } while (prevCount < Item.Count()); // repeat if there is a new
53                 production rule
54             return Item;
55         }
56     }
57 }

```

```
48
49
50     static void print(List<string> Item)
51     {
52         Console.WriteLine("I0\n-----");
53         foreach (string pr in Item)
54             Console.WriteLine(pr);
55
56         Console.WriteLine();
57     }
58
59 }
60 }
61
```

Thank You!

