



# Compiler Design



# Lecture-8

# Ambiguity



# Topics Covered

Ambiguity

Famous Ambiguity: “Dangling Else”

Resolving Ambiguity

# Ambiguity

- Some grammars are **ambiguous**
  - Multiple distinct parse trees for the same terminal string
- Structure of the parse tree captures much of the meaning of the program
  - ambiguity implies multiple possible meanings for the same program

# Famous Ambiguity: “Dangling Else”

```
Stmt ::= ... |  
       if ( Expr ) Stmt |  
       if ( Expr ) Stmt else Stmt
```

```
if (e1) if (e2) s1 else s2 : if (e1) if (e2) s1 else s2
```

# Resolving Ambiguity

- Option 1: add a meta-rule
  - For example “`else` associates with closest previous `if`”
    - works, keeps original grammar intact
    - ad hoc and informal

# Resolving Ambiguity [continued]

Option 2: rewrite the grammar to resolve ambiguity explicitly

```
Stmt          ::= MatchedStmt | UnmatchedStmt
MatchedStmt   ::= ... |
                if ( Expr ) MatchedStmt else MatchedStmt
UnmatchedStmt ::= if ( Expr ) Stmt |
                if ( Expr ) MatchedStmt else UnmatchedStmt
```

- formal, no additional rules beyond syntax
- sometimes obscures original grammar

# Resolving Ambiguity Example

```
Stmt          ::= MatchedStmt | UnmatchedStmt
MatchedStmt   ::= ... |
                if ( Expr ) MatchedStmt else MatchedStmt
UnmatchedStmt ::= if ( Expr ) Stmt |
                if ( Expr ) MatchedStmt else UnmatchedStmt
```

```
if (e1)    if (e2)    s1    else    s2
```



# Resolving Ambiguity [continued]

Option 3: redesign the language to remove the ambiguity

```
Stmt ::= ... |  
       if Expr then Stmt end |  
       if Expr then Stmt else Stmt  
end
```

- formal, clear, elegant
- allows sequence of Stmts in **then** and **else** branches, no { , } needed
- extra **end** required for every **if**

# Another Famous Example

$E ::= E \text{ Op } E \mid - E \mid ( E ) \mid \text{id}$   
 $\text{Op} ::= + \mid - \mid * \mid /$

$a + b * c : a + b * c$

# Resolving Ambiguity (Option 1)

Add some meta-rules, e.g. precedence and associativity rules

Example:

```
E ::= E Op E | - E | E ++
    | ( E ) | id
Op ::= + | - | * | / | %
      | ** | == | < | &&
      | ||
```

Operator	Preced	Assoc
Postfix ++	Highest	Left
Prefix -		Right
** (Exp)		Right
*, /, %		Left
+, -		Left
==, <		None
&&		Left
	Lowest	Left

# Removing Ambiguity (Option 2)

Option2: Modify the grammar to explicitly resolve the ambiguity

Strategy:

- create a nonterminal for each precedence level
- `expr` is lowest precedence nonterminal, each nonterminal can be rewritten with higher precedence operator, highest precedence operator includes atomic `exprs`
- at each precedence level, use:
  - left recursion for left-associative operators
  - right recursion for right-associative operators
  - no recursion for non-associative operators

# Redone Example

$E ::= E_0$	
$E_0 ::= E_0 \    \ E_1 \   \ E_1$	left associative
$E_1 ::= E_1 \ \&\& \ E_2 \   \ E_2$	left associative
$E_2 ::= E_3 \ (== \   \ <) \ E_3$	non associative
$E_3 ::= E_3 \ (+ \   \ -) \ E_4 \   \ E_4$	left associative
$E_4 ::= E_4 \ (* \   \ / \   \ \%) \ E_5 \   \ E_5$	left associative
$E_5 ::= E_6 \ ** \ E_5 \   \ E_6$	right
associative	
$E_6 ::= - \ E_6 \   \ E_7$	right
associative	
$E_7 ::= E_7 \ ++ \   \ E_8$	left associative
$E_8 ::= id \   \ ( \ E \ )$	