

# Compiler Design

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# Ambiguous Grammars

- The "Dangling-Else" Ambiguity

```
stmt → if expr then stmt else stmt  
      | if expr then stmt  
      | other
```



```
S' → S  
S → i S e S | i S | a
```

$$\begin{aligned}I_0: \quad S' &\rightarrow \cdot S \\&S \rightarrow \cdot i S e S \\&S \rightarrow \cdot i S \\&S \rightarrow \cdot a\end{aligned}$$

$$I_1: \quad S' \rightarrow S \cdot$$

$$\begin{aligned}I_2: \quad S &\rightarrow i \cdot S e S \\&S \rightarrow i \cdot S \\&S \rightarrow \cdot i S e S \\&S \rightarrow \cdot i S \\&S \rightarrow \cdot a\end{aligned}$$

$$I_3: \quad S \rightarrow a \cdot$$

$$\begin{aligned}I_4: \quad S &\rightarrow i S \cdot e S \\&S \rightarrow i S \cdot\end{aligned}$$

$$\begin{aligned}I_5: \quad S &\rightarrow i S e \cdot S \\&S \rightarrow \cdot i S e S \\&S \rightarrow \cdot i S \\&S \rightarrow \cdot a\end{aligned}$$

$$I_6: \quad S \rightarrow i S e S \cdot$$

- We should shift else, because it is "associated" with the previous then

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STATE	ACTION				GOTO
	<i>i</i>	<i>e</i>	<i>a</i>	\$	
0	s2		s3		1
1				acc	
2	s2		s3		4
3		r3		r3	
4		s5	r2		
5	s2		s3		6
6		r1		r1	

	STACK	SYMBOLS	INPUT	ACTION
(1)	0		<i>i i a e a \$</i>	shift
(2)	0 2	<i>i</i>	<i>i a e a \$</i>	shift
(3)	0 2 2	<i>i i</i>	<i>a e a \$</i>	shift
(4)	0 2 2 3	<i>i i a</i>	<i>e a \$</i>	shift
(5)	0 2 2 4	<i>i i S</i>	<i>e a \$</i>	reduce by $S \rightarrow a$
(6)	0 2 2 4 5	<i>i i S e</i>	<i>a \$</i>	shift
(7)	0 2 2 4 5 3	<i>i i S e a</i>	<i>\$</i>	reduce by $S \rightarrow a$
(8)	0 2 2 4 5 6	<i>i i S e S</i>	<i>\$</i>	reduce by $S \rightarrow iSeS$
(9)	0 2 4	<i>i S</i>	<i>\$</i>	reduce by $S \rightarrow iS$
(10)	0 1	<i>S</i>	<i>\$</i>	accept

# Ambiguous Grammars

**Exercise 4.8.1:** The following is an ambiguous grammar for expressions with  $n$  binary, infix operators, at  $n$  different levels of precedence:

$$E \rightarrow E \theta_1 E \mid E \theta_2 E \mid \cdots \mid E \theta_n E \mid ( E ) \mid \mathbf{id}$$

- a) As a function of  $n$ , what are the SLR sets of items?
- b) How would you resolve the conflicts in the SLR items so that all operators are left associative, and  $\theta_n$  takes precedence over  $\theta_{n-1}$ , which takes precedence over  $\theta_{n-2}$ , and so on?
- c) Show the SLR parsing table that results from your decisions in part (b).

# Error Recovery in LR Parsing

- An LR parser will detect an error when it consults the parsing **action table** and finds an error entry
  - All empty entries in the action table are error entries
- A **canonical LR parser (LR(1) parser)** will never make even a single reduction before announcing an error
- **The SLR and LALR parsers may make several reductions before announcing an error**
- But, all LR parsers (LR(1), LALR and SLR parsers) will never shift an erroneous input symbol onto the stack

# Panic Mode Error Recovery in LR Parsing

- In LR parsing, we can implement panic-mode error recovery as follows:
  - Scan down the stack until a **state  $s$**  with a goto on a particular **non-terminal  $A$**  is found
  - Discard zero or more input symbols until a **symbol  $a$**  is found that can legitimately follow  **$A$**
  - The **symbol  $a$**  is simply in  **$FOLLOW(A)$** , but this may not work for all situations
  - The parser stacks the **non-terminal  $A$**  and the state  **$goto[s, A]$** , and it resumes the normal parsing