

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
    
```

$I_0:$ $S' \rightarrow \cdot S$
 $S \rightarrow \cdot i S e S$
 $S \rightarrow \cdot i S$
 $S \rightarrow \cdot a$

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

$I_2:$ $S \rightarrow i \cdot S e S$
 $S \rightarrow i \cdot S$
 $S \rightarrow \cdot i S e S$
 $S \rightarrow \cdot i S$
 $S \rightarrow \cdot a$

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

$I_4:$ $S \rightarrow i S \cdot e S$
 $S \rightarrow i S \cdot$

$I_5:$ $S \rightarrow i S e \cdot S$
 $S \rightarrow \cdot i S e S$
 $S \rightarrow \cdot i S$
 $S \rightarrow \cdot a$

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

- 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>	\$	<i>S</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>	\$	reduce by $S \rightarrow a$
(8)	0 2 2 4 5 6	<i>i i S e S</i>	\$	reduce by $S \rightarrow i S e S$
(9)	0 2 4	<i>i S</i>	\$	reduce by $S \rightarrow i S$
(10)	0 1	<i>S</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 θ_n takes precedence over θ_{n-1} , which takes precedence over θ_{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