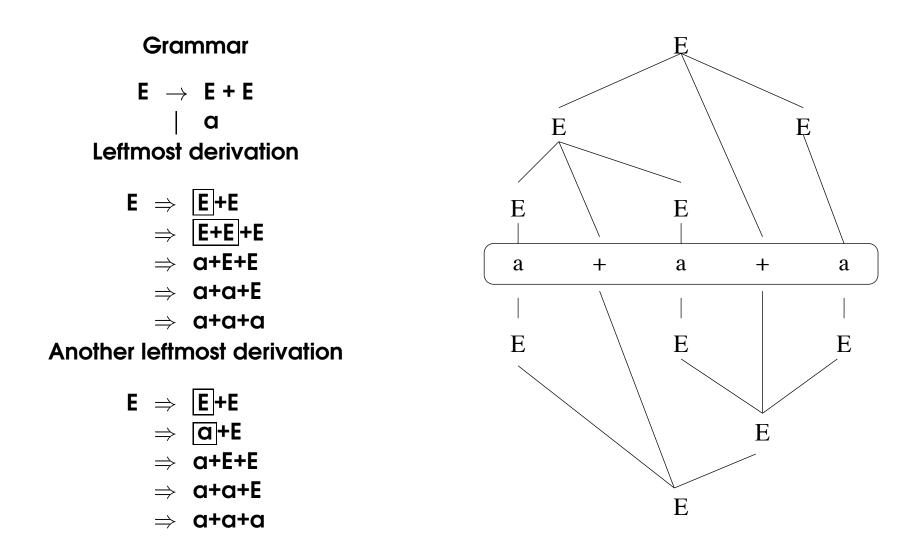
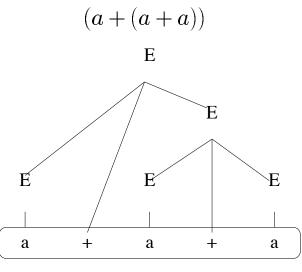
## Some more sums



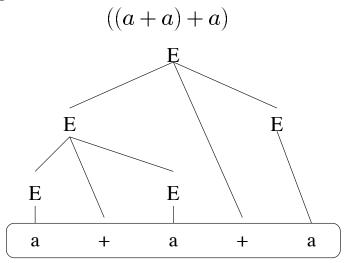
If the same string has two parse trees by a grammar G, then G is *ambiguous*. Equivalently, there are two distinct leftmost derivations of some string. Note that the language above is *regular*.

# Ambiguity

The parse tree below structures the input string as



The parse tree below structures the input string as



- With addition, the two expressions may be semantically the same. What if the *a*'s were the operands of subtraction?
- How could a compiler choose between multiple parse trees for a given string?
- Unfortunately, there is (provably) no mechanical procedure for determining if a grammar is ambiguous; this is a job for human intelligence. However, compiler construction tools such as YACC can greatly facilitate the location and resolution of grammar ambiguities.
- It's important to emphasize the difference between a *grammar* being ambiguous, and a *language* being (inherently) ambiguous. In the former case, a different grammar may resolve the ambiguity; in the latter case, there exists no unambiguous grammar for the language.

## Syntactic ambiguity

A great source of humor in the English language arises from our ability to construct interesting syntactically ambiguous phrases:

- **1. I fed the elephant in my tennis shoes.** What does "in my tennis shoes" modify?
  - (a) Was I wearing my tennis shoes while feeding the elephant?
  - (b) Was the elephant wearing or inside my tennis shoes?
- 2. The purple people eater. What is purple?
  - (a) Is the eater purple?
  - (b) Are the people purple?

Suppose we modified the grammar for C, so that any  $\{\ldots\}$  block could be treated as a primary value.

{ int i; i=3\*5; } + 27;

would seem to have the value 42. But if we just rearrange the white space, we can get

```
{int i; i=3*5; }
+27;
```

which represents two statements, the second of which begins with a unary plus.

A good assignment along these lines is to modify the C grammar to allow this simple language extension, and ask the students to determine what went wrong. The students should be fairly comfortable using YACC before trying this experiment.

## Semantic ambiguity

In English, we can construct sentences that have only one parse, but still have two different meanings:

- 1. Milk drinkers turn to powder. Are more milk drinkers using powdered milk, or are milk drinkers rapidly dehydrating?
- 2. I cannot recommend this student too highly. Do words of praise escape me, or am I unable to offer my support.

In programming languages, the language standard must make the meaning of such phrases clear, often by applying elements of context.

For example, the expression

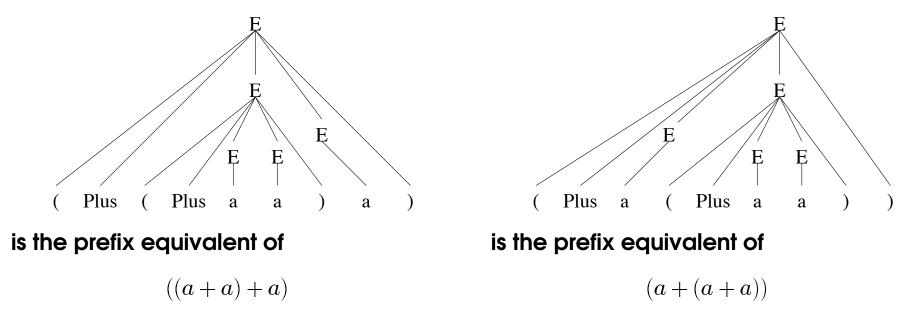
a+b

could connote an integer or floatingpoint sum, depending on the types of a and b.

#### A nonambiguous grammar

```
E \rightarrow (Plus E E)
| (Minus E E)
| a
```

It's interesting to note that the above grammar, intended to generate LISP-like expressions, is not ambiguous.



These are two *different strings* from this language, each associated explicitly with a particular grouping of the terms. Essentially, the parentheses are syntactic sentinels that simplify construction of an unambiguous grammar for this language.

#### Addressing ambiguity

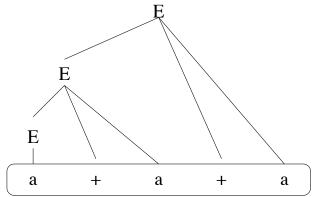
```
E \rightarrow E + E
| a
```

We'll try to rewrite the above grammar, so that in a (leftmost) derivation, there's only one rule choice that derives longer strings.

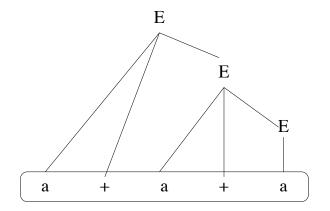
$$\begin{array}{cccc} \rightarrow & \mathsf{E} + \mathsf{a} & & \mathsf{E} \rightarrow & \mathsf{a} + \mathsf{E} \\ | & \mathsf{E} - \mathsf{a} & & & | & \mathsf{a} - \mathsf{E} \\ | & \mathsf{a} & & & & | & \mathsf{a} \end{array}$$

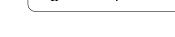
These rules are *left recursive*, and the resulting derivations tend to associate operations from the left:

Ε



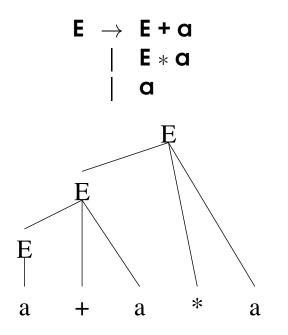
The grammar is still unambiguous, but strings are now associated from the right:





## Addressing ambiguity (cont'd)

Our first try to expand our grammar might be:



The above parse tree does not reflect the usual precedence of \* over +.

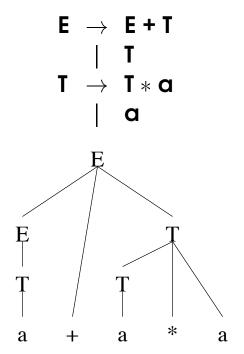
To obtain *sums* of *products*, we revise our grammar:

 $\begin{array}{ccc} \mathsf{E} & \rightarrow & \mathsf{E} + \mathsf{T} \\ & | & \mathsf{T} \end{array}$ 

This generates strings of the form

 $T + T + \ldots + T$ 

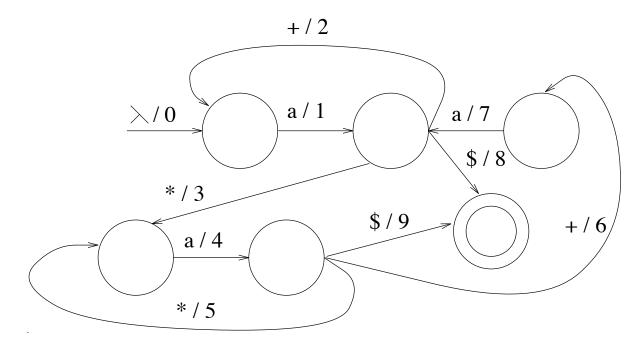
We now allow each T to generate strings of the form  $a * a * \ldots * a$ 



#### Translating two-level expressions

Since our language is still regular, a finite-state machine could do the job. While the

machine A + \* \* B + C could do the job, there's not enough "structure" to this machine to accomplish the prioritization of \* over +. However, the machine below can do the job.

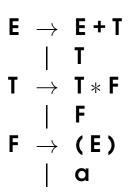


 $\begin{bmatrix} 0 & Sum = 0 \\ 1 & Acc = a \\ 2 & Sum = Sum + Acc \\ 3 & Prod = Prod \times Acc \\ 4 & Acc = a \\ \end{bmatrix} \begin{bmatrix} 5 & Prod = Prod \times Acc \\ 6 & Sum = Sum + (Prod \times Acc); Prod = 1 \\ 7 & Acc = a \\ 8 & Sum = Sum + Acc \\ 9 & Sum = Sum + (Prod \times Acc); Prod = 1 \\ \end{bmatrix}$ 

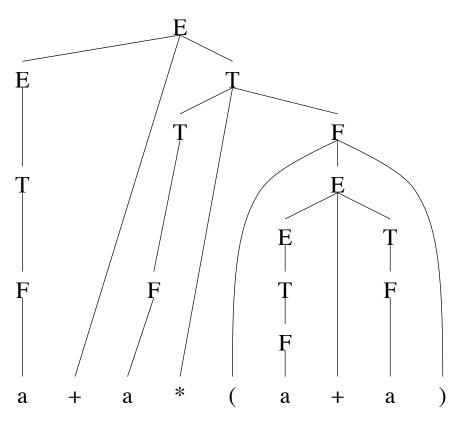
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#### Let's add parentheses

While our grammar currently structures inputs appropriately for operator priorities, parentheses are typically introduced to override default precedence. Since we want a parenthesized expression to be treated "atomically", we now generate sums of products of parenthesized expressions.



This grammar generates a nonregular language. Therefore, we need a more sophisticated "machine" to parse and translate its generated strings.



The grammar we have developed thus far is the textbook "expression grammar". Of course, we should make *a* into a nonterminal that can generate identifiers, constants, procedure calls, *etc*.