

# Detecting Ambiguity in Programming Language Grammars



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Non-deterministic ambiguity detector

Simpler

Yet performs 11% better

- New approaches to generating grammars

## Other Contributions

- New approaches to generating grammars
- Breadth-over-depth non-deterministic approach outperforms more complex heuristics

# I. Ambiguity

# What is Ambiguity?

- Undecidable problem
- Undesirable

# Multiple Parses

$E \rightarrow E '+' E \mid E '*' E$

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---

4 + 3 \* 2



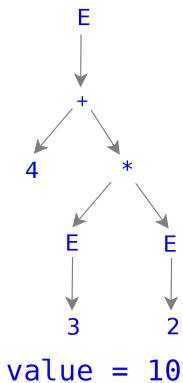
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4 + 3 \* 2

Tree 1



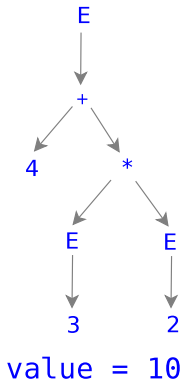
# Multiple Parses

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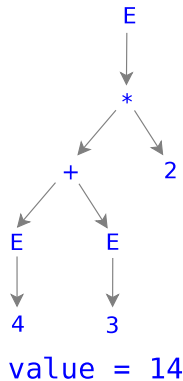
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Tree 1



Tree 2

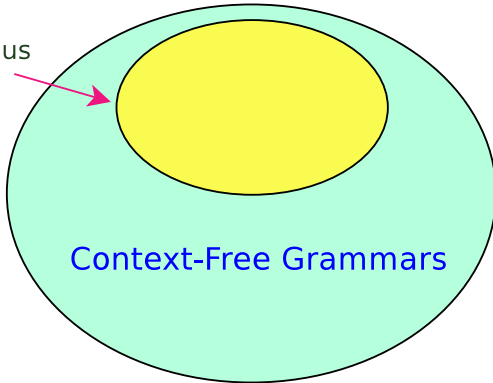




Context-Free Grammars

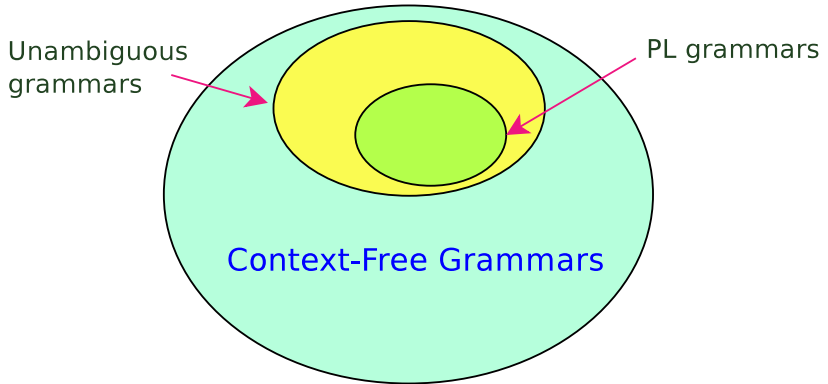
# CFGs

Unambiguous  
grammars

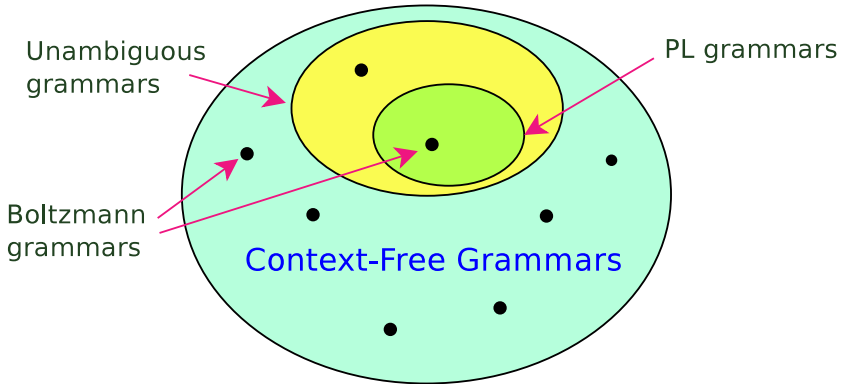


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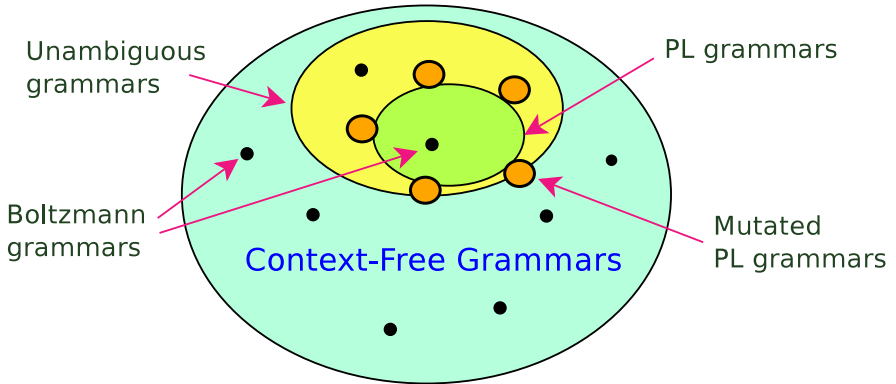
# CFGs



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# CFGs



*SinBAD*



Search Based Ambiguity  
Detection



Search-Based

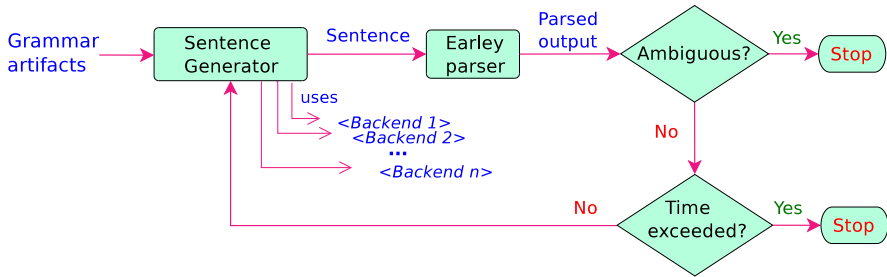
=

aim to find **good enough**  
solutions

Pure random  
=  
simple + scan randomly

Heuristics  
=  
fitness function + guided  
search

# SinBAD



dynamic1



non-deterministic approach  
to ambiguity detection

**generate**(*G*, *rule*, *d*, *D*, *sentence*):

**if** ( $d > D$ )

*alt*  $\leftarrow$  favour-alternative(*rule*)

**else**

*alt*  $\leftarrow$  pick an alternative randomly

**for**  $\alpha \in alt$

**if**  $\alpha \in$  non-terminals

*alt*  $\rightarrow$  generate(..,  $d+1$ , ..)

**else**

*sentence.append*( $\alpha$ )

Keep count of *rule.entered* and *rule.exited*

```
generate(G, rule, d, D, sentence):  
  if (d > D)  
    alt ← favour-alternative(rule)  
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  Keep count of rule.entered and rule.exited
```

# Favour Alternative

favour-alternative(*rule*):

*scores*  $\leftarrow$  []

**for** *alt*  $\in$  *rule*

*score*  $\leftarrow$  0

**for**  $\alpha \in$  *alt*

**if**  $\alpha \in$  non-terminals

*score* += (1 - ( $\alpha$ .*exited*/ $\alpha$ .*entered*))

*scores*  $\leftarrow$  *score*

*alts*  $\leftarrow$  { alternatives of *rule* whose score = min(*scores*) }

**return** random(*alts*)

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# II. Grammar Generation

Random grammars



based on Boltzmann sampling

# Boltzmann Specification for CFGs

Cfg = Cfg Rule ... Rule

Rule = SingleAlt Alt | RuleAlts1 Rule Alt

Alt = EmptyAltSyms | SingleAltSyms1 Symbol | AltSyms1 Alt Symbol

Symbol = NonTerm NonTerm | Term Term

NonTerm = NonTerm1 | NonTerm2 | ... | NonTermN

Term = Term1 | Term2 | ... | TermN



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Mutated grammar  
=  
unambiguous grammar  
+  
single mutation

- Add empty
- Mutate symbol
- Add symbol
- Delete symbol

Ambiguity is statically undecidable:  
so how do we evaluate a tool?

# III. Experiment

- Comparative study
- Grammar sets
- Sub-experiments: mini, main and verification



### Tools:

- ACLA (approximation)
- AMBER (exhaustive search)
- AmbiDexter (filtering + search)
- dynamic1 (non-deterministic)

Various tools and options

+

lots of grammars

$\triangleq$

mini experiment

## Mini Experiment

- 400 random grammars

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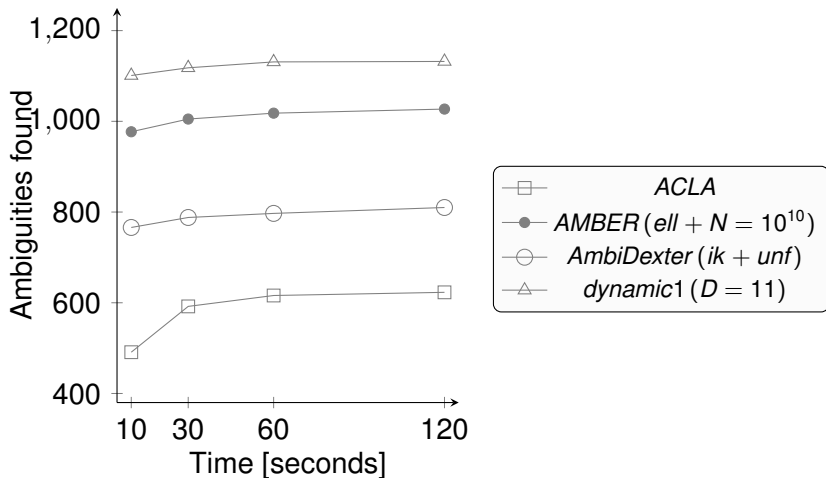
**Best options** → main experiment

Main experiment  
=  
mini experiment  $\times$  7



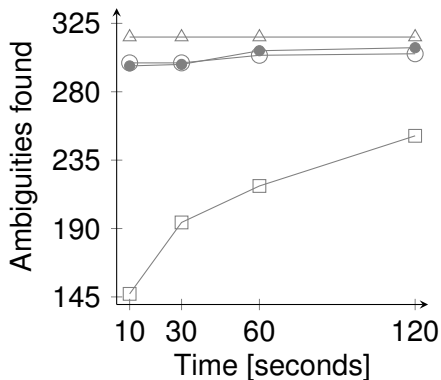
# Results

## Boltzmann sampled grammars (1600)

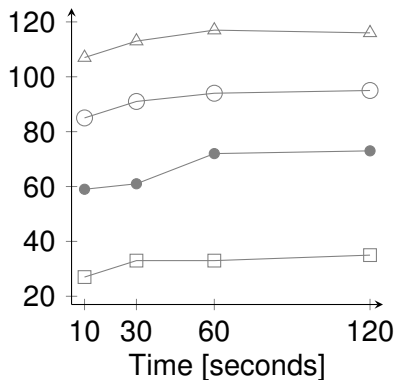


# Results

## Add Empty (500)



## Mutate Symbol (500)



—□— ACLA

—●— AMBER (len = 15)

—○— AmbiDexter (k = 15 + SLR1)

—△— dynamic1 (D = 17)

Verification experiment  
=  
main experiment  $\times$  5

dynamic1:

- Simple heuristic

# Summary

dynamic1:

- Simple heuristic
- Performs as well as other tools

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<http://soft-dev.org/>