$Chapter\ 5-HW02$

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5.3.1 解:

• 1) SDD 如下:

产生式	语法规则
$1)E \rightarrow E_1 + T$	$E.type = (E_1.type == integer \&\&T.type == integer)?integer : real$
$2)E \rightarrow T$	E.type = T.type
$3)T \rightarrow num.num$	T.type = real
$4)T \rightarrow num$	T.type = integer

• 2) 扩展后的 *SDD* 如下:

产生式	语法规则
$1)E \rightarrow E_1T'+$	$if(E_1.type == integer\&\&T.type == integer)$ {
-)	E.type = integer;
	$E.post = E_1.post \parallel T.post \parallel "int";$
	$E.post = E_1.post \parallel 1.post \parallel $
	E.type = real;
	$if(E_1.type == integer)\{$
	$E_1.type = real;$
	$E_1.post = E_1.post \parallel "intToReal";$
	$if(T.type == integer)$ {
	T.type = real;
	$T.post = T.post \parallel "intToReal";$
	}
	$E.post = E_1.post \parallel T.post \parallel "float + ";$
	}
$2)E \rightarrow T$	E.type = T.type
	E.post = T.post
$5)T \rightarrow num.num$	T.type = real
	T.post = num.num
$7)T \rightarrow num$	T.type = integer
	T.post = num

其中, post 属性为后缀符号串, || 符号为连接运算。

5.4.2 解: 改写后的文法如下:

$$\begin{split} A &\to 0A' \\ A' &\to \{a\}BA' \mid B\{b\}A' \mid \epsilon \\ B &\to 1B' \\ B' &\to \{c\}AB' \mid A\{d\}B' \mid \epsilon \end{split}$$

5.4.6 解: 扩展后的 *SDD* 如下:

产生式	语法规则
$1)S \rightarrow B$	B.ps = 10;
$2)B \rightarrow B_1B_2$	$B_1.ps = B.ps;$
	$B_2.ps = B.ps;$
	$B.le = B_1.le + B_2.le;$
	$B.ht = max(B_1.ht, B_2.ht);$
	$B.dp = max(B_1.dp, B_2.dp);$
$3)B \rightarrow B_1 \ sub \ B_2$	$B_1.ps = B.ps;$
	$B_2.ps = 0.7 * B.ps;$
	$B.le = B_1.le + 0.7 * B_2.le;$
	$B.ht = max(B_1.ht, B_2.ht - 0.25 * B.ps);$
	$B.dp = max(B_1.dp, B_2.dp + 0.25 * B.ps);$
$4)B \rightarrow (B_1)$	$B_1.ps = B.ps;$
	$B.le = B_1.le;$
	$B.ht = B_1.ht;$
	$B.dp = B_1.dp;$
$5)B \rightarrow text$	B.le = getLe(B.ps, text.lexval);
	B.ht = getHt(B.ps, text.lexval);
	B.dp = getDp(B.ps, text.lexval);

SDT 如下:

```
产生式
                  语义动作
1)S \rightarrow
                  \{B.ps = 10; \}
        B
2)B \rightarrow
                  \{B_1.ps = B.ps;\}
                  \{B_2.ps = B.ps; \}
        B_1
        B_2
                  \{B.le = B_1.le + B_2.le;
                  B.ht = max(B_1.ht, B_2.ht);
                  B.dp = max(B_1.dp, B_2.dp); \}
3)B \rightarrow
                  \{B_1.ps = B.ps;\}
        B_1 \ sub \ \{B_2.ps = 0.7 * B.ps; \}
                  \{B.le = B_1.le + 0.7 * B_2.le;
       B_2
                  B.ht = max(B_1.ht, B_2.ht - 0.25 * B.ps);
                  B.dp = max(B_1.dp, B_2.dp + 0.25 * B.ps); 
4)B \rightarrow (
                  \{B_1.ps = B.ps;\}
       B_1)
                  \{B.le = B_1.le;
                  B.ht = B_1.ht;
                  B.dp = B_1.dp;
5)B \rightarrow text
                  \{B.le = getLe(B.ps, text.lexval);
                  B.ht = getHt(B.ps, text.lexval);
                  B.dp = getDp(B.ps, text.lexval);
```