



中山大學
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国家超级计算广州中心
NATIONAL SUPERCOMPUTER CENTER IN GUANGZHOU

Compilation Principle 编译原理

第12讲：语义分析(2)

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Review Questions (1)

- How does LALR(1) improve LR(1)?

Merge similar states to reduce space.

- How to merge states?

Merge states with same core: all items are identical except lookahead

- What are the side effects of state merging?

Introduce conflicts, delay error detection

- Why reduce-reduce conflict can happen in merging?

Merging is the reverse of splitting, thus hurting LR(1) capability

- What are the advantages of LALR(1)?

Higher parsing power than SLR(1), smaller parse table than LR(1)

Review Questions (2)

- What are LL and LR?

LL=top-down (leftmost derivation)

LR=bottom-up (reverse of rightmost derivation)

- At high level, why LR is easier or more powerful than LL?

LR acts after seeing the entire RHS + lookahead, LR only guess with first few lookahead terminals of RHS

- Why context analysis is not performed in parsing stage?

Parsing relies on CFG, which is context free.

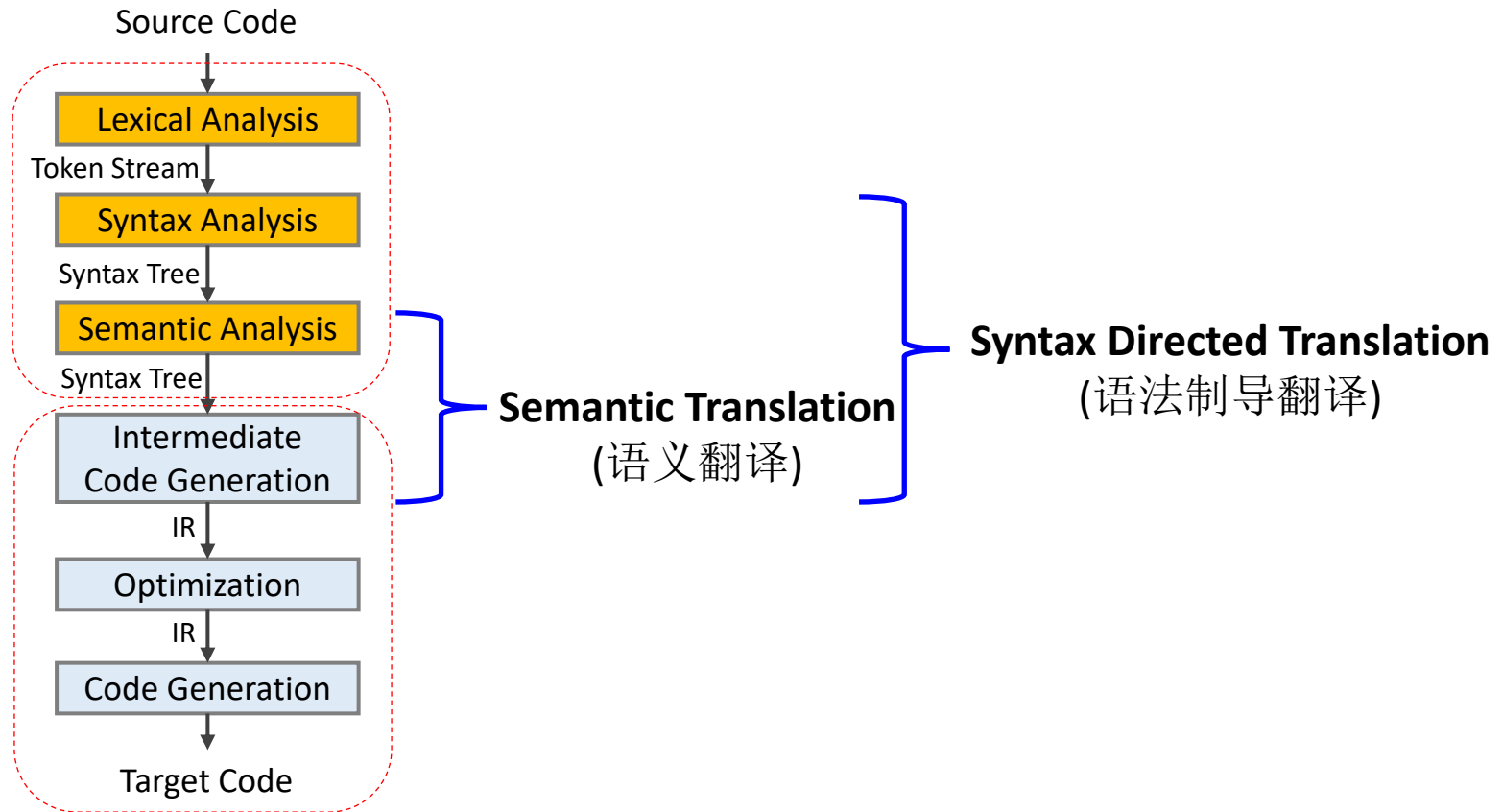
- Give some examples of semantic analysis.

Def-before-use, no redefinition, same type, scoping ...

LALR的一些解释

- LALR(1)是LR(1)和SLR(1)的平衡
 - 文法范围: $LR > LALR > SLR$
 - 状态数目: $LR > LALR = SLR$
- 假如一个文法G是LR而非SLR
 - 依靠Follow集进行归约不够精确 --> SLR产生了冲突
 - 而LR通过精确的lookahead解决了冲突
 - LALR对LR进行相似状态合并
 - 若合并后出现了冲突 --> 不是LALR文法
 - 若合并后没有冲突 --> 是LALR文法
 - LALR可以解析文法G, 也即解决了SLR原有的冲突
 - 实际上LALR的状态数是SLR相同, 但归约动作减少了 (也即, 对SLR解析表而言, 多个移进/归约动作的单元格中的归约被消除了)
 - 如果没有相似状态, 则LALR=LR
- 假如一个文法G是SLR
 - 那么G一定也是LR和LALR文法
 - LR的Follow集细分是不必要的, 因此LALR合并回了SLR

Syntax Directed Translation[语法制导翻译]



Syntax Directed Translation[语法制导翻译]

- To translate based on the program's syntactic structure[语法结构]
 - Syntactic structure: structure of a program given by grammar
 - The parsing process and parse trees are used to direct semantic analysis and the translation of the program
 - i.e., **CFG-driven translation** [CFG驱动的翻译]
- How? Augment the grammar used in parser:
 - Attach **semantic attributes**[语义属性] to each grammar symbol
 - The attributes describe the symbol properties
 - An attribute has a name and an associated value: a string, a number, a type, a memory location, an assigned register ...
 - For each grammar production, give **semantic rules or actions**[语义规则或动作]
 - The actions describe how to compute the attribute values associated with each symbol in a production

Attributes[语义属性]

- Attributes can represent anything depending on the task[属性可以表示任意含义]
 - If computing expression: *a number (value of expression)*
 - If building AST: *a pointer (pointer to AST for expression)*
 - If generating code: *a string (assembly code for expression)*
 - If type checking: *a type (type for expression)*
- Format: $X.a$ (X is a symbol, a is one of its attributes)
- For Project 2 – Syntax Analysis
 - Semantic attributes
 - *intg*: string table index of integer constant value
 - *tptr*: “tree pointer” of a non-terminal symbol
 - Semantic actions
 - { ... \$\$=makeTree(ProgramOp, leftChild, rightChild); ... }

How to Specify Syntax Directed Translation

- **Syntax Directed Definitions (SDD)**[语法制导定义]
 - Attributes + **semantic rules**[语义规则]for computing them
 - Attributes for grammar symbols[文法符号和语义属性关联]
 - Semantic rules for productions[产生式和语义规则关联]
 - Example rules for computing the value of an expression
$$E \rightarrow E_1 + E_2 \quad \text{RULE: } \{E.val = E_1.val + E_2.val\}$$
$$E \rightarrow id \quad \text{RULE: } \{E.val = id.lexval\}$$
- **Syntax Directed Translation scheme (SDT)**[语法制导翻译方案]
 - Attributes + **semantic actions**[语义动作] for computing them
 - Example actions for computing the value of an expression
$$E \rightarrow E_1 + E_2 \quad \{E.val = E_1.val + E_2.val\}$$
$$E \rightarrow id \quad \{E.val = id.lexval\}$$

SDD vs. SDT

- SDD[语法制导定义]: 是CFG的推广，翻译的高层次规则说明
 - A CFG grammar together with attributes and semantic rules
 - A subset of them are also called **attribute grammars**[属性文法]
 - Semantic rules imply **no order** to attribute evaluation
- SDT[语法制导翻译方案]: SDD的补充，具体翻译实施方案
 - An executable specification of the SDD
 - Fragments of programs are attached to different points in the production rules
 - The **order** of execution is important

Grammar

```
D -> T L
T -> int
T -> float
L -> L1, id
```

SDD

```
L.inh = T.type
T.type = int
T.type = float
L1.inh = L.inh
```

SDT

```
D -> T { L.inh = T.type } L
T -> int { T.type = int }
T -> real { T.type = float }
L -> { L1.inh = L.inh } L1, id
```

SDD vs. SDT (cont.)

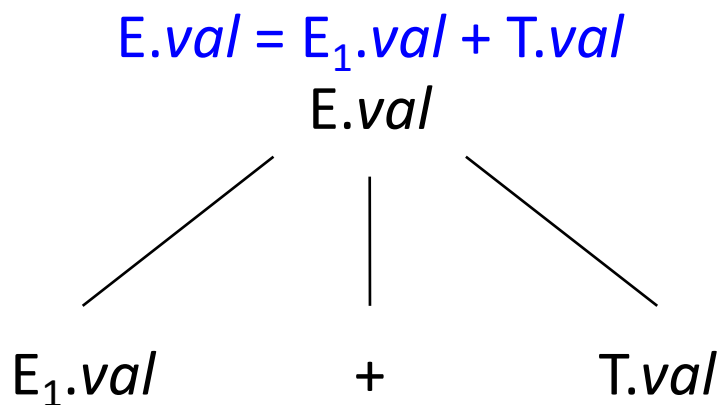
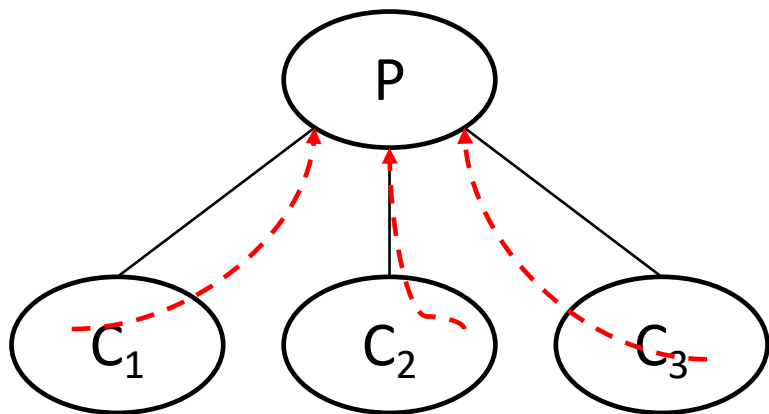
- Syntax: $A \rightarrow \alpha \{action_1\} \beta \{action_2\} \gamma \dots$
- Actions are executed "at that point" in the RHS
 - $action_1$ executes after α have been produced but before β
 - $action_2$ executes after $\alpha, action_1, \beta$ but before γ
- Semantic rule vs. action[语义规则 vs. 语义动作]
 - Semantic rules are not associated with locations in RHS
 - SDD doesn't impose any order other than dependences
 - Location of action in RHS specifies when it should occur
 - SDT specifies the execution order and time of each action

SDD[语法制导定义]

- SDD has two types of attributes[两种属性]
 - For a non-terminal A at a parse-tree node N
- **Synthesized attribute**[综合属性]
 - Defined by a semantic rule associated with the production at N
 - The production must have A as its head (i.e., $A \rightarrow \dots$)
 - A synthesized attribute of node N is defined only by attribute values at N 's children and N itself[子节点或自身]
- **Inherited attribute**[继承属性]
 - Defined by a semantic rule associated with the production at the parent of N
 - The production must have A as a symbol in its body (i.e., $\dots \rightarrow \dots A \dots$)
 - An inherited attribute at node N is defined only by attribute values at N 's parent, N itself, and N 's siblings [父节点、自身或兄弟节点]

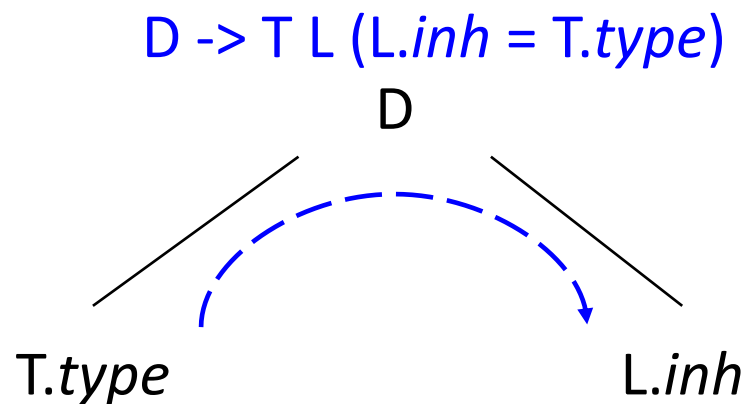
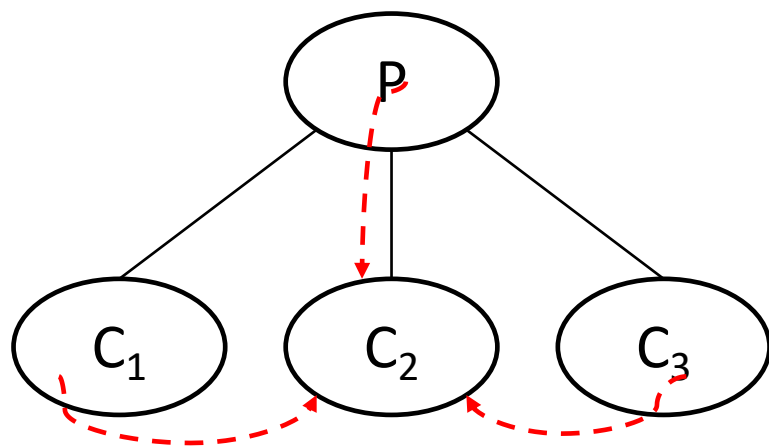
Synthesized Attribute[综合属性]

- Synthesized attribute for non-terminal A of parse-tree node N [非终结符的综合属性]
 - Only defined by N 's children and N itself
 - Passed up the tree
 - $P.\text{syn_attr} = f(P.\text{attrs}, C_1.\text{attrs}, C_2.\text{attrs}, C_3.\text{attrs})$
- Terminals can have synthesized attributes[终结符综合属性]
 - Lexical values supplied by the lexical analysis
 - Thus, no semantic rules in SDD for terminals



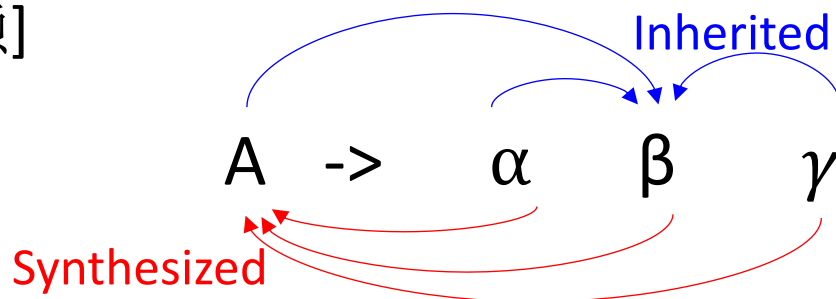
Inherited Attribute[继承属性]

- Inherited attribute for non-terminal A of parse-tree node N [非终结符继承属性]
 - Only defined by N 's parent, N 's siblings and N itself
 - Passed down a parse tree
 - $C_2.inh_attr = f(P.attrs, C_1.attrs, C_2.attrs, C_3.attrs)$
- Terminals cannot have inherited attributes[终结符无继承属性]
 - Only synthesized attributes from lexical analysis



SDD[语法制导定义]

- Attribute dependencies in a production rule[产生式中的属性依赖]



- SDD has rule of the form for each grammar production
$$b = f(A.attrs, \alpha.attrs, \beta.attrs, \gamma.attrs)$$
- b is either an attribute in LHS (an attribute of A)
 - In which case b is a **synthesized** attribute
 - Why? From A 's perspective α, β, γ are children
- Or, b is an attribute in RHS (e.g., of β)
 - In which case b is an **inherited** attribute
 - Why? From β 's perspective A, α, γ are parent or siblings

Example: Synthesized Attribute[综合]

SDD:

Production Rules	Semantic Rules
(1) $L \rightarrow E$	$\text{print}(E.val)$
(2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
(3) $E \rightarrow T$	$E.val = T.val$
(4) $T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
(5) $T \rightarrow F$	$T.val = F.val$
(6) $F \rightarrow (E)$	$F.val = E.val$
(7) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$

Each **non-terminal** has a single synthesized attribute **val**
Terminal **digit** has a synthesized attribute **lexval**

Arithmetic expressions with + and *

- (1) Print the numerical value of the entire expression
- (2) Compute value of summation
- (3) Value copy
- (4) Compute value of multiplication
- (5) Value copy
- (6) Value Copy

Example: Synthesized Attribute[综合]

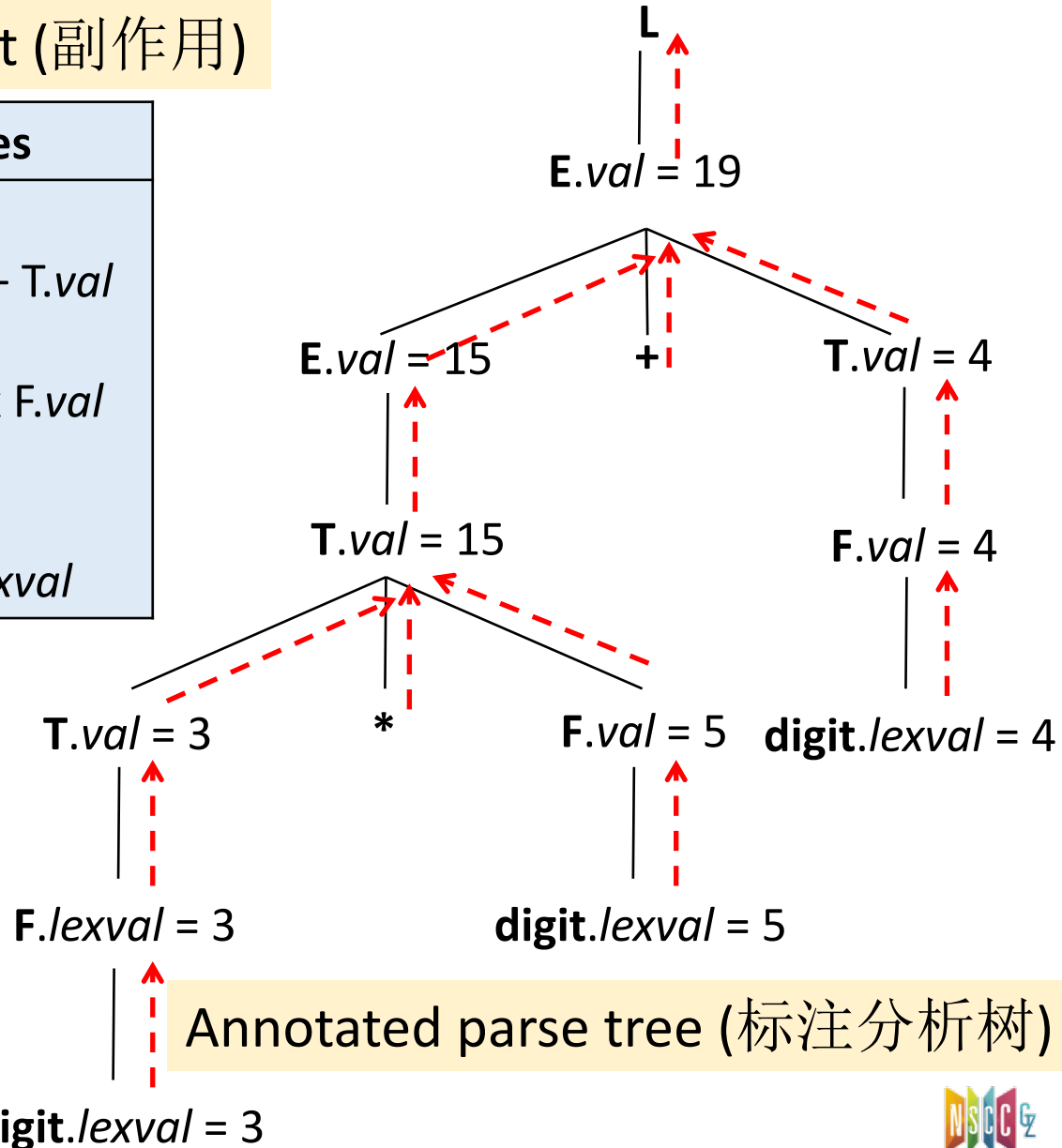
SDD:

Side effect (副作用)

Production Rules	Semantic Rules
(1) $L \rightarrow E$	<u>$\text{print}(E.val)$</u>
(2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
(3) $E \rightarrow T$	$E.val = T.val$
(4) $T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
(5) $T \rightarrow F$	$T.val = F.val$
(6) $F \rightarrow (E)$	$F.val = E.val$
(7) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$

Input:

3 * 5 + 4



Example: Inherited Attribute[继承]

SDD:

Production Rules	Semantic Rules
(1) $D \rightarrow T L$	$L.inh = T.type$
(2) $T \rightarrow \text{int}$	$T.type = \text{int}$
(3) $T \rightarrow \text{float}$	$T.type = \text{float}$
(4) $L \rightarrow L_1, \text{id}$	$L_1.inh = L.inh$ $\text{addtype}(\text{id.entry}, L.inh)$
(5) $L \rightarrow \text{id}$	$\text{addtype}(\text{id.entry}, L.inh)$

T has synthesized attribute *type*
 L has inherited attribute *inh*

Pointing to a symbol-table object

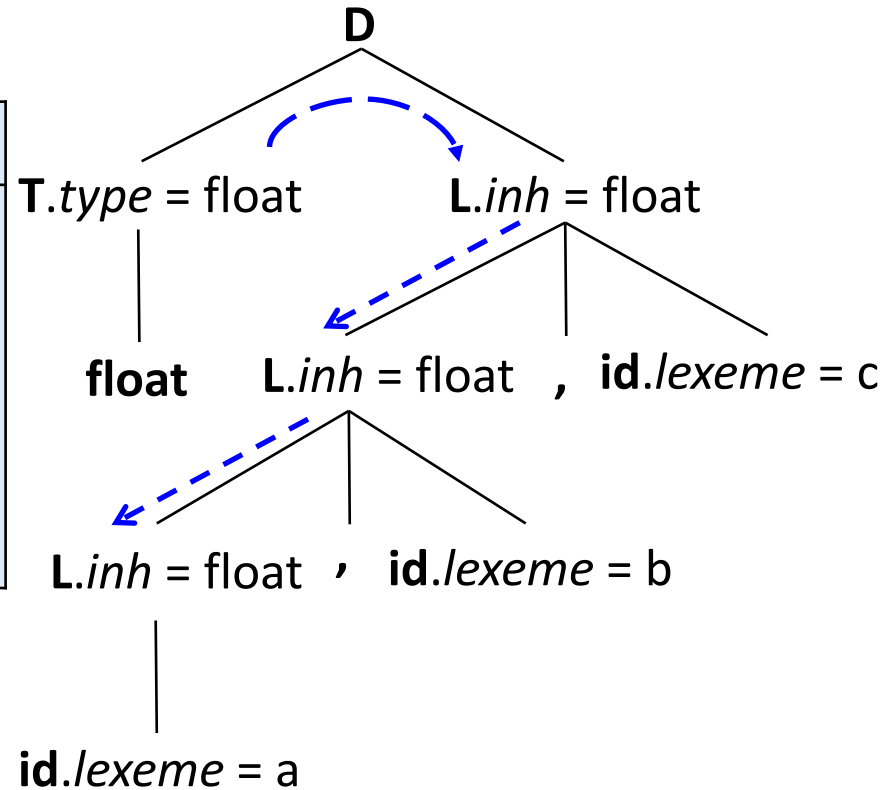
Variable declaration of type int/float followed by a list of IDs:

- (1) Declaration: a type T followed by a list of L identifiers
- (2) Evaluate the synthesized attribute $T.type$ (int)
- (3) Evaluate the synthesized attribute $T.type$ (float)
- (4) Pass down type, and add type to symbol table entry for the identifier
- (5) Add type to symbol table

Example: Inherited Attribute[继承]

SDD:

Production Rules	Semantic Rules
(1) $D \rightarrow T L$	$L.inh = T.type$
(2) $T \rightarrow int$	$T.type = int$
(3) $T \rightarrow float$	$T.type = float$
(4) $L \rightarrow L_1, id$	$L_1.inh = L.inh$ $addtype(id.entry, L.inh)$
(5) $L \rightarrow id$	$addtype(id.entry, L.inh)$



Input:

float a, b, c

type depends on **child**
inh depends on **sibling or parent**

The Concepts

- **Side effect**[副作用]
 - 一般属性值计算（基于属性值或常量进行的）之外的功能
 - 例如：code generation, print results, modify symbol table ...
- **Attribute grammar**[属性文法]
 - 一个没有副作用的SDD
 - The rules define the value of an attribute purely in terms of the value of other attributes and constants[属性文法的规则仅仅通过其他属性值和常量来定义一个属性值]
- **Annotated parse-tree**[标注分析树]
 - 每个节点都带有属性值的分析树
 - A parse tree showing the value(s) of its attribute(s)
 - a.k.a., attribute parse tree[属性分析树]

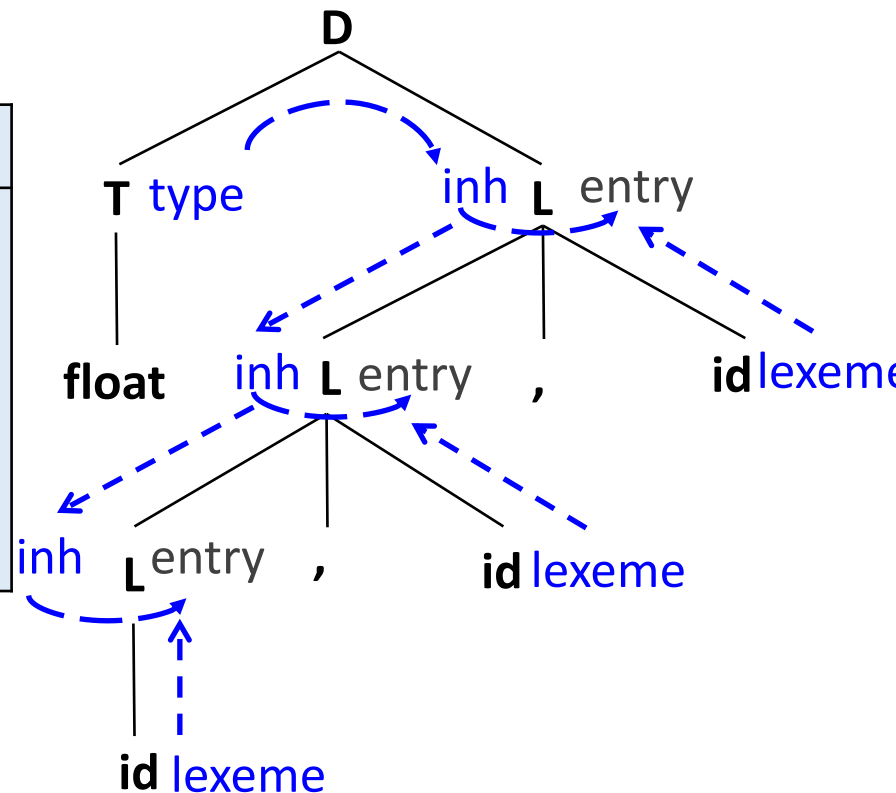
Dependence Graph[依赖图]

- Dependence relationship[依赖关系]
 - Before evaluating an attribute at a node of a parse tree, we must evaluate all attributes it depends on
- **Dependency graph**[依赖图]
 - While the annotated parse tree shows the values of attributes, a dependency graph helps determine how those values can be computed[依赖图决定属性值的计算]
 - Depicts the flow of info among the attribute instances in a particular parse tree[描绘了分析树的属性信息流]
 - **Directed graph** where edges are dependence relationships between attributes
 - For each parse-tree node X , there's a graph node for each attr of X
 - If attr $X.a$ depends on attr $Y.b$, then there's one directed edge from $X.a$ to $Y.b$

Example: Dependency Graph

SDD:

Production Rules	Semantic Rules
(1) $D \rightarrow T L$	$L.inh = T.type$
(2) $T \rightarrow \text{int}$	$T.type = \text{int}$
(3) $T \rightarrow \text{float}$	$T.type = \text{float}$
(4) $L \rightarrow L_1, \text{id}$	$L_1.inh = L.inh$ $\text{addtype}(\text{id.entry}, L.inh)$
(5) $L \rightarrow \text{id}$	$\text{addtype}(\text{id.entry}, L.inh)$



Input:

float a, b, c

'entry' is dummy attribute for the *addtype()*

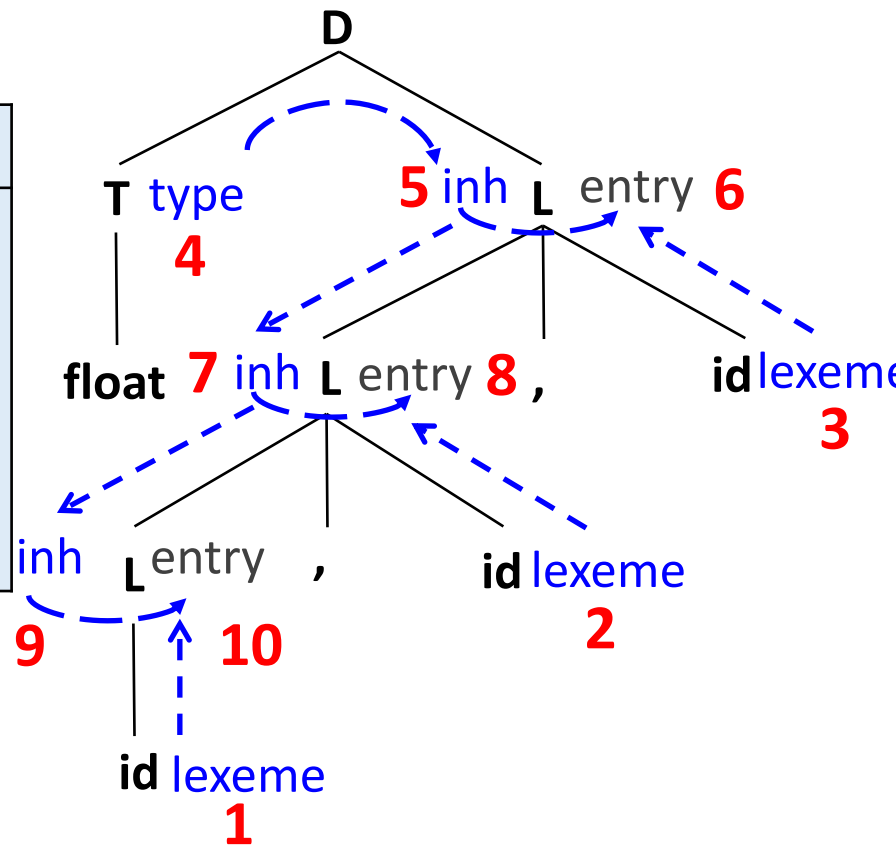
Evaluation Order[属性值计算顺序]

- Ordering the evaluation of attributes[计算顺序]
 - Dependency graph characterizes possible orders in which we can evaluate the attributes at the various nodes of a parse-tree
- If the graph has an edge from node M to node N , then the attribute associated with M must be evaluated before N [用图的边来确定计算顺序]
 - Thus, the only allowable orders of evaluation are those sequences of nodes N_1, N_2, \dots, N_k such that if there is an edge of the graph from N_i to N_j , then $i < j$
 - Such an ordering embeds a directed graph into a linear order, and is called a **topological sort**[拓扑排序] of the graph
 - If there's any cycle in the graph, then there are no topological sorts, i.e., no way to evaluate the SDD on this parse tree
 - If there are no cycles, then there is always at least one topological sort

Example: Evaluation Order

SDD:

Production Rules	Semantic Rules
(1) $D \rightarrow T L$	$L.inh = T.type$
(2) $T \rightarrow \text{int}$	$T.type = \text{int}$
(3) $T \rightarrow \text{float}$	$T.type = \text{float}$
(4) $L \rightarrow L_1, \text{id}$	$L_1.inh = L.inh$ $\text{addtype}(\text{id.lexeme}, L.inh)$
(5) $L \rightarrow \text{id}$	$\text{addtype}(\text{id.lexeme}, L.inh)$



Input:

float a, b, c

Topological sort:

1, 2, 3, 4,5,6, 7,8, 9,10

Evaluation Order (cont.)

- Before evaluating an attribute at a node of a parse tree, we must evaluate all attributes it depends on [依赖关系]
 - Synthesized: evaluate children first, then the node itself
 - Any bottom-up order is fine
 - For SDD's with both inherited and synthesized attributes, there's no guarantee that there is even one evaluation order
- Difficult to determine whether exist any circularities[非常难确定是否有循环依赖]
 - But, there are useful subclasses of SDD's that are sufficient to guarantee that an evaluation order exists
 - Such classes do not permit graphs with cycles

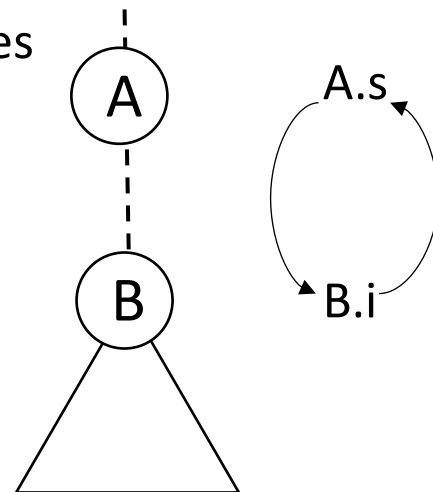
Production

$A \rightarrow B$

Semantic Rules

$A.s = B.i;$

$B.i = A.s + 1;$



S-Attributed Definitions[S-属性定义]

- An SDD is S-attributed if every attribute is synthesized[只具有综合属性]
- If an SDD is S-attributed (S-SDD)
 - We can evaluate its attributes in any bottom-up order of the nodes of the parse-tree[任何自底向上的顺序计算属性值]
 - Can be implemented during bottom-up parsing

Production Rules	Semantic Rules
(1) $L \rightarrow E$	$\text{print}(E.val)$
(2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
(3) $E \rightarrow T$	$E.val = T.val$
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