

1) Syntax directed declaration

Annotated parse tree for int a,b,c ?

Production rules

Semantic rules

$D \rightarrow TL$

$L.inher = T.type$

$T \rightarrow int$

$T.type = int$

$T \rightarrow float$

$T.type = float$

$L \rightarrow L, id$

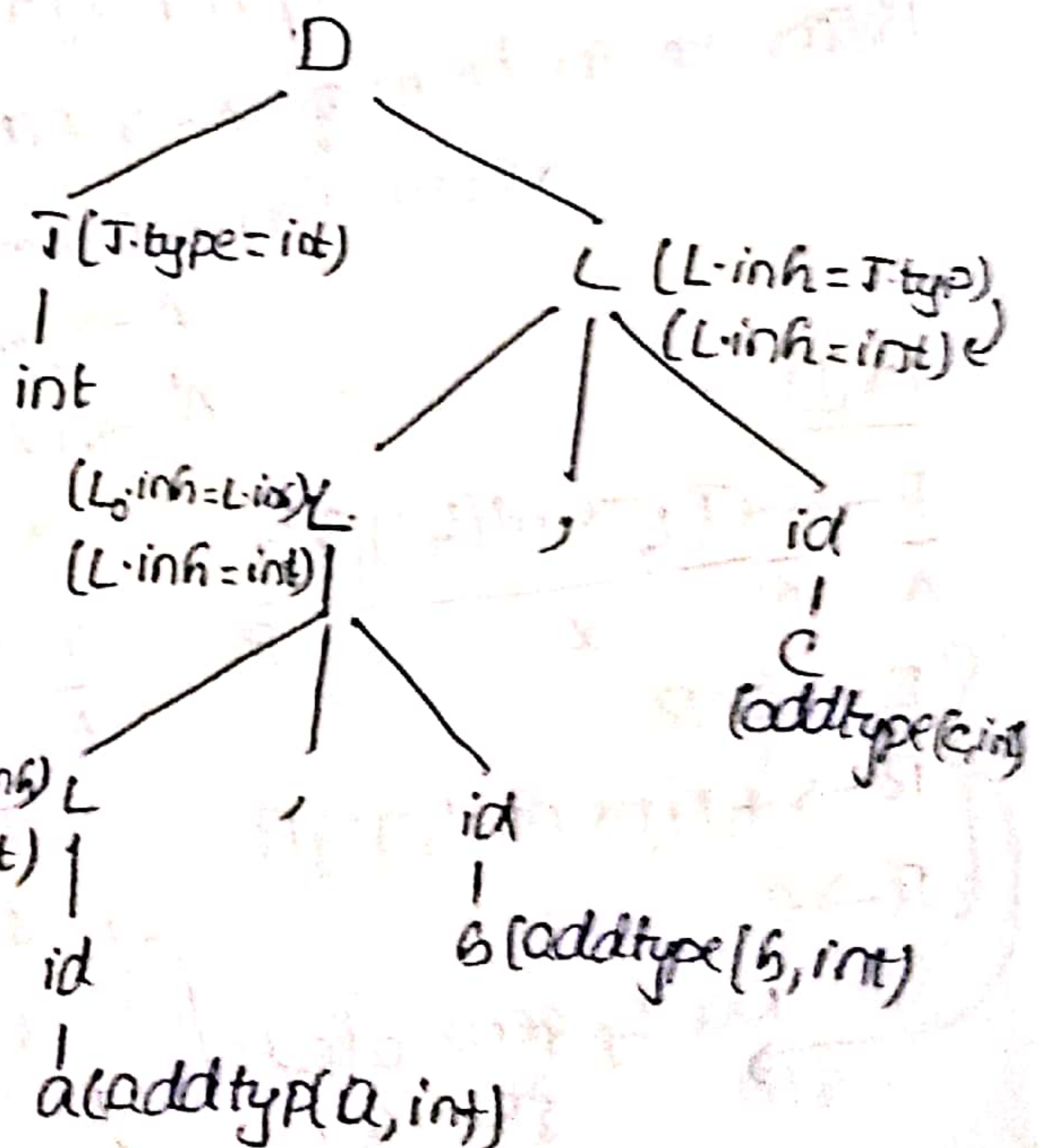
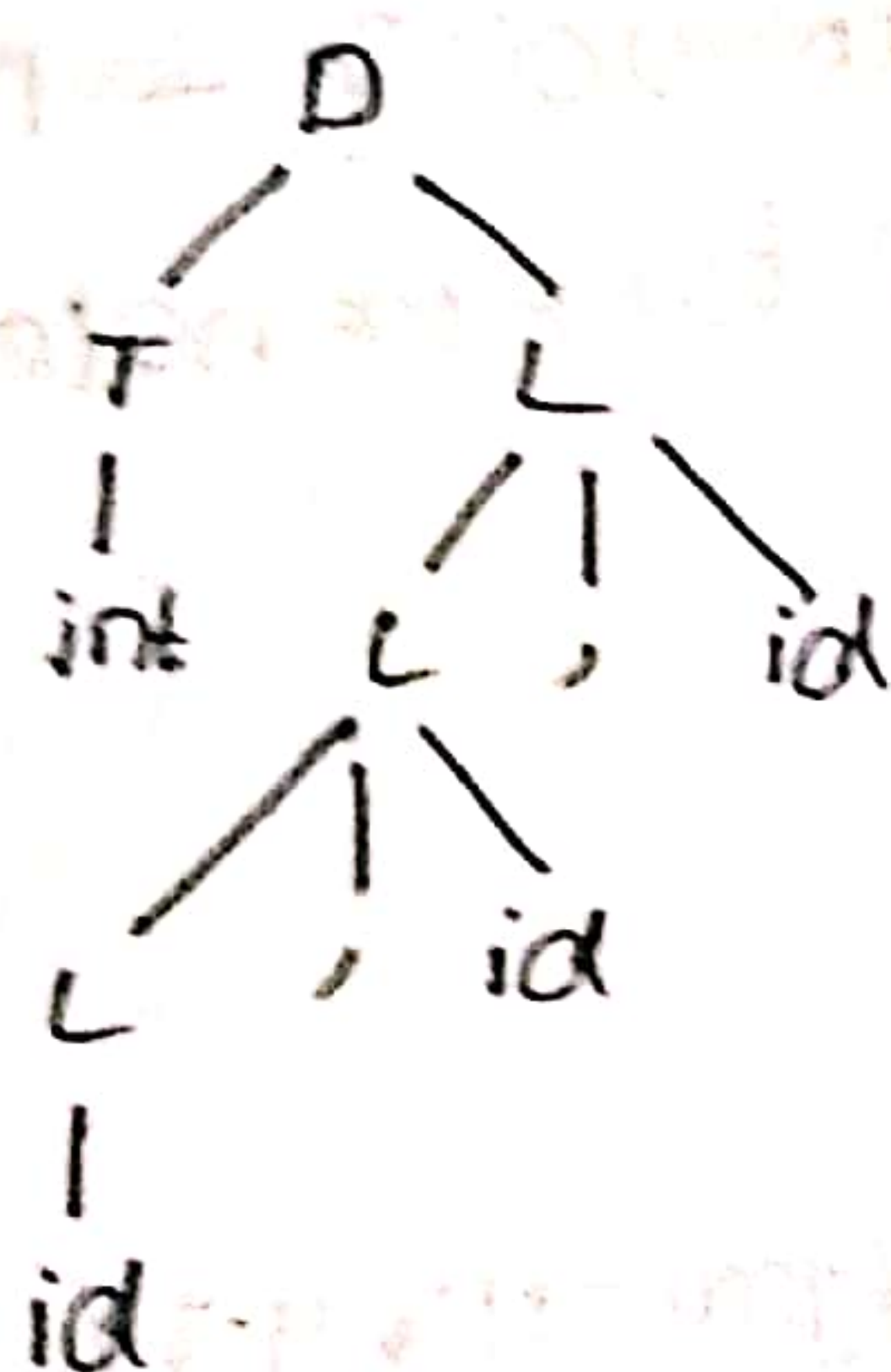
$L.inher = L.inher$

$addtype(id.entry, L.inher)$

$L \rightarrow id$

$addtype(id.entry, L.inher)$

Annotated parse tree



2) Syntax Directed technique that translates
 infix to postfix

Expression $\Rightarrow 3 * 4 + 5 * 2$

Production semantics
rules

$E \rightarrow E + T \{ \text{print}(' + '); \}$

$E \rightarrow T$

$T \rightarrow T * F \{ \text{print}(' * '); \}$

$T \rightarrow F$

$F \rightarrow \text{num} \{ \text{print num.val}; \}$

$E \rightarrow E + T \{ \text{print}(' + '); \} / T \rightarrow R \text{ (1)}$

$E \rightarrow T$

$T \rightarrow T * F \{ \text{print}(' * '); \} / \text{num} \{ \text{print num.val}; \} \rightarrow R \text{ (2)}$

Both are in form of $A \rightarrow A\alpha / \beta$ so to eliminate left
 recursion we do

$A \rightarrow \beta A'$

$A' \rightarrow \alpha A' / \epsilon$

R(1)

$\frac{E \rightarrow E + T \{ \text{print}(' + '); \} / T}{A \quad A \quad \alpha \quad \beta}$

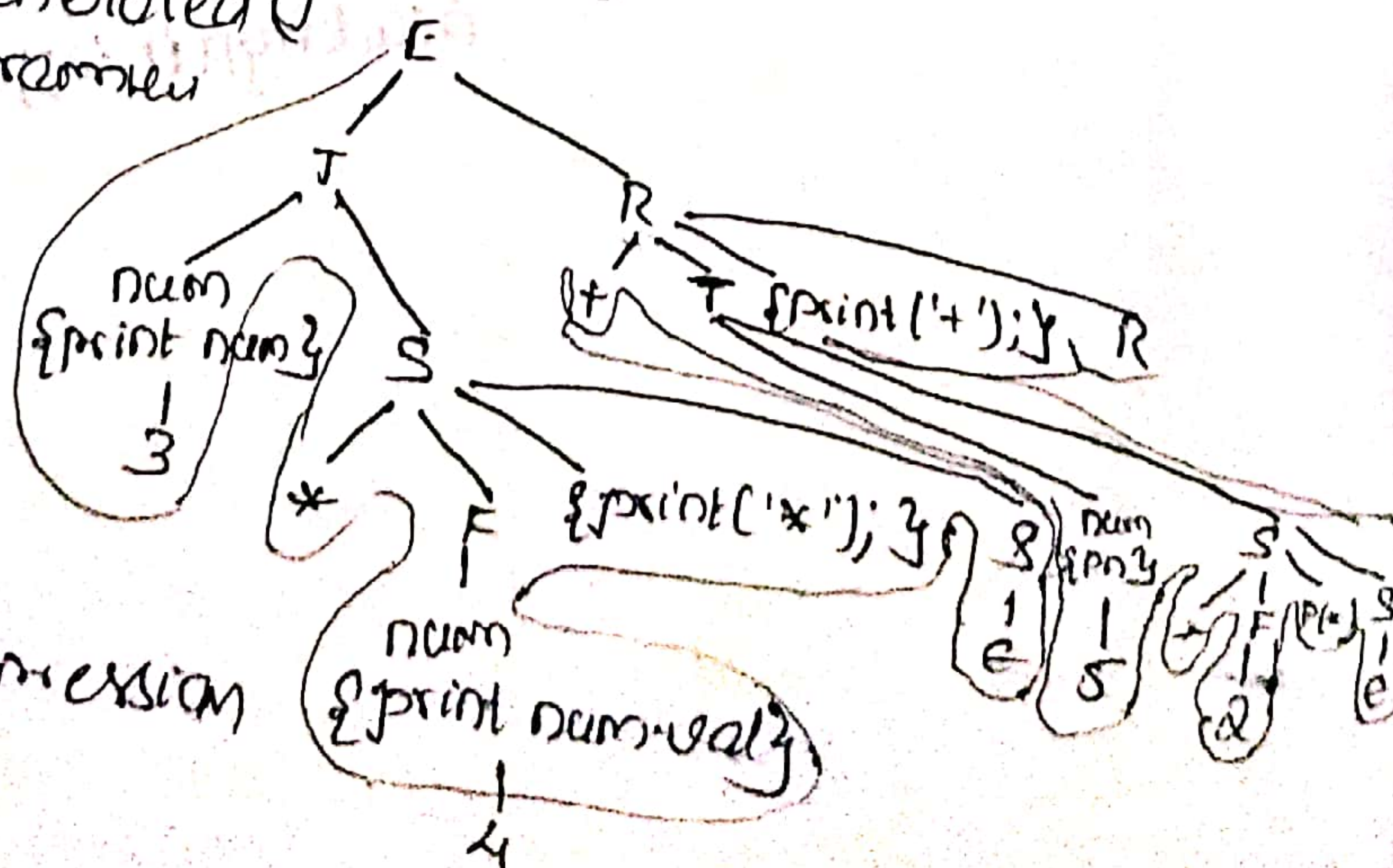
$\begin{cases} E \rightarrow TR \\ R \rightarrow +T \{ \text{print}(' + '); \} R \\ R \rightarrow \epsilon \end{cases}$

Newly generated
 grammar

R(2)

$\frac{T \rightarrow T * F \{ \text{print}(' * '); \} / \text{num} \{ \text{print num.val}; \}}{A \quad A \quad \alpha \quad \beta}$

$\begin{cases} T \rightarrow \text{num} \{ \text{print num.val}; \} S \\ S \rightarrow * F \{ \text{print}(' * '); \} S \\ S \rightarrow \epsilon \end{cases}$



$(3 * 4 + 5 * 2)$

Post-fix expression

4) 3-address code

$i = 0$
 $sum = 0$

while ($i < 10$)
 $sum = i$

1. $i = 0$

2. $sum = 0$

3. if $i \geq 10$ goto 7

4. $t = sum + i$

5. $sum = t$

6. goto 3

7

3) quadruple, triple, indirect triple of

$$x = y + z * w / u - v$$

quadruple

	op	arg1	arg2	result
(0)	*	z	w	t_1
(1)	/	t_1	u	t_2
(2)	+	y	t_2	t_3
(3)	-	t_3	v	t_4
(4)	=	t_4		x

Three address code

$$t_1 = z * w$$

$$t_2 = t_1 / u$$

$$t_3 = y + t_2$$

$$t_4 = t_3 - v$$

$$x = t_4$$

triple

	op	arg1	arg2
(0)	*	z	w
(1)	/	(0)	u
(2)	+	y	(1)
(3)	-	(2)	v
(4)	=	x	(3)

Indirect triplet

#	statement
(0)	14
(1)	15
(2)	16
(3)	17
(4)	18

#	op	arg1	arg2
(14)	*	z	w
(15)	/	(14)	u
(16)	+	y	(15)
(17)	-	(16)	v
(18)	=	x	(17)