

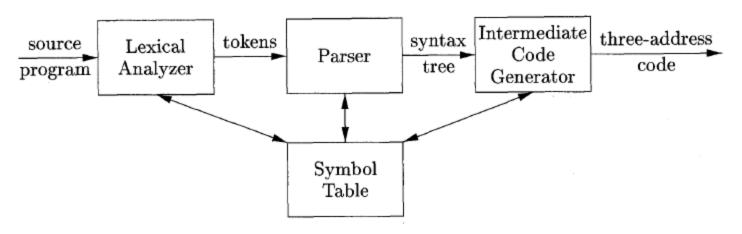
G22.2130-001
Compiler Construction

#### Lecture 8: Syntax-Directed Translation

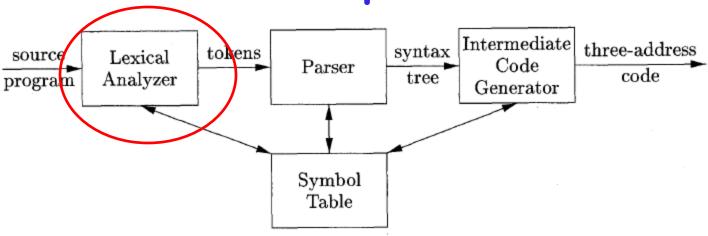
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# A Step-Back

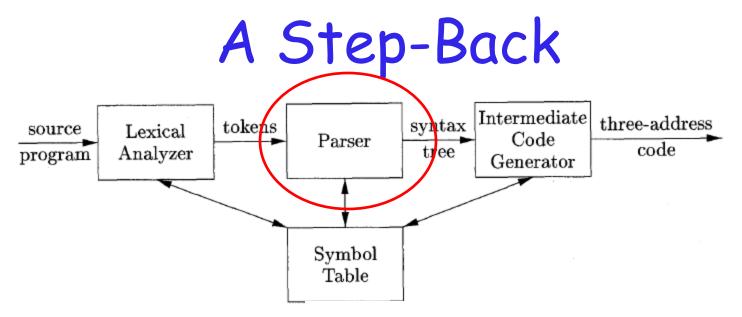


### A Step-Back



#### Chapter 3

- Strings
- Regular expressions
- Tokens
- Transition diagrams
- •Finite Automata



Now What?

Chapter 4

- •Grammars
- Derivations
- Parse-trees
- Top-down parsing (LL)
- Bottom-up paring (LR, SLR, LALR)

#### We Need Some Tools

- To help in semantic analysis
- To help in intermediate code generation
- Two such tools
  - Semantic rules (Syntax-Directed Definitions)

```
PRODUCTION SEMANTIC RULE E \rightarrow E_1 + T E.code = E_1.code \parallel T.code \parallel '+'
```

- Semantic actions (Syntax Directed Translations)

```
E \rightarrow E_1 + T \{ \text{ print } '+' \}
```

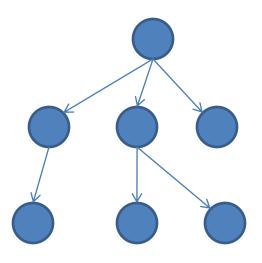
#### Syntax-Directed Definitions

- Context-free grammar
- With attributes and rules to calculate the attributes

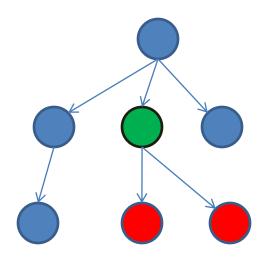
PRODUCTION  $E \to E_1 + T$ 

SEMANTIC RULE  $E.code = E_1.code \parallel T.code \parallel '+'$ 

### Two Types of Attributes



#### Two Types of Attributes



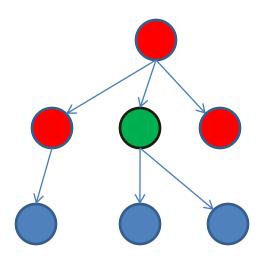
SDD involving only synthesized attributes is called *S-attributed* 

#### **Synthesized Attributes**

Attribute of the node is defined in terms of:

- Attribute values at children of the node
- Attribute value at node itself

#### Two Types of Attributes

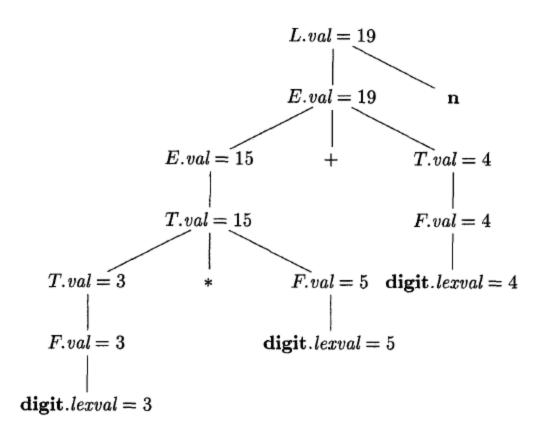


#### **Inherited Attributes**

Attribute of the node is defined in terms of:

- Attribute values at parent of the node
- Attribute values at siblings
- Attribute value at node itself

	PRODUCTION	SEMANTIC RULES
1)	$L \to E \mathbf{n}$	L.val = E.val
2)	$E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
3)	$E \to T$	E.val = T.val
4)	$T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
5)	$T \to F$	T.val = F.val
6)	$F \rightarrow (E)$	F.val = E.val
7)	$F  o \mathbf{digit}$	$F.val = \mathbf{digit}.lexval$



A parse tree showing the values of its attributes is called *annotated parse tree*.

Give the annotated parse tree of (3+4)\*(5+6)n

	PRODUCTION	SEMANTIC RULES
1)	$L \to E \mathbf{n}$	L.val = E.val
2)	$E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
3)	$E \to T$	E.val = T.val
4)	$T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
5)	$T \to F$	T.val = F.val
6)	$F \rightarrow (E)$	F.val = E.val
7)	$F  o \mathbf{digit}$	$F.val = \mathbf{digit}.lexval$

# When Are Inherited Attributes Useful?

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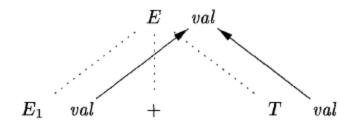
- 1)  $T \rightarrow F T'$
- 2)  $T' \rightarrow *FT'_1$
- 3)  $T' \rightarrow \epsilon$
- 4)  $F \to \mathbf{digit}$

	PRODUCTION	SEMANTIC RULES
1)	$D \to T L$	L.inh = T.type
2)	$T  o \mathbf{int}$	T.type = integer
3)	$T  o \mathbf{float}$	T.type = float
4)	$L \to L_1$ , id	$L_1.inh = L.inh$
		$addType(\mathbf{id}.entry, L.inh)$
5)	$L  o \mathbf{id}$	$addType(\mathbf{id}.entry, L.inh)$

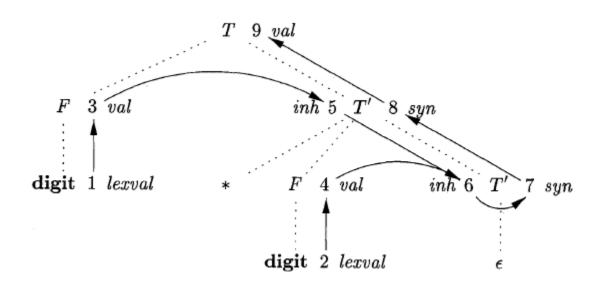
Give annotated parse-trees for: int a, b, c

#### Evaluation Orders of SDDs

- Annotated parse tree shows attribute values
- Dependency graph helps us determine how those values are computed



## Topological Order



#### S-Attributed Definitions

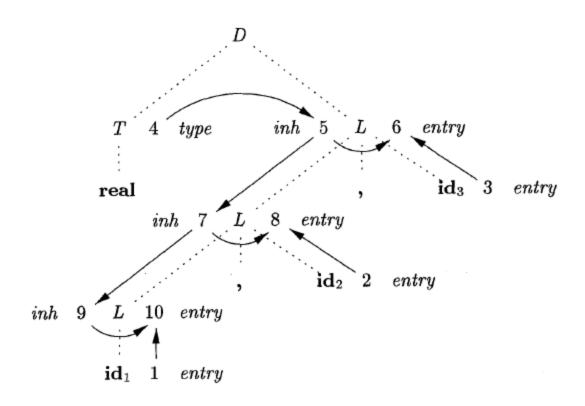
- Every attribute is synthesized
- We can evaluate its attribute in any bottom-up order of the nodes of the parse tree

(e.g. postorder traversal -> LR parser).

#### L-Attributed Definitions

- Dependency graph edges can only go from left to right
  - i.e. use attributes from above or from the left

	PRODUCTION	SEMANTIC RULES
1)	$D \to T L$	L.inh = T.type
2)	$T  o \mathbf{int}$	T.type = integer
3)	$T  o \mathbf{float}$	T.type = float
4)	$L \to L_1$ , id	$L_1.inh = L.inh$
		$addType(\mathbf{id}.entry, L.inh)$
5)	$L \to \mathbf{id}$	$addType(\mathbf{id}.entry, L.inh)$



### Syntax-Directed Translations

- Context-free grammar
- Can implement SDDs
- Program fragments embedded within production bodies
  - called semantic rules
  - Can appear anywhere within the production body
- Steps are usually as follows
  - Build parse tree
  - perform actions as you traverse left-to-right, depth-first (preorder)