

## UNIT-III

### SDD (Syntax Directed Definition)

SDD is a context free grammar together with attributes and rules

Attributes are associated with grammar symbols & rules are associated with productions

If  $x$  is a symbol and  $a$  is one of its attributes then we write  $x.a$ .

Two kinds of attributes for non terminals are

- 1) Synthesized attribute
- 2) Inherited attribute.

1) Synthesized attribute :

A synthesized attribute at node  $N$  is defined only in terms of attribute values at the children  $N$  and of  $N$  itself.

2) Inherited attribute :

An inherited attribute at node  $N$  is defined only in terms of attribute values at parent, siblings or itself.

\* Annotated parse tree

A parse tree showing the values of all the attributes is called an annotated parse tree.

Ex:

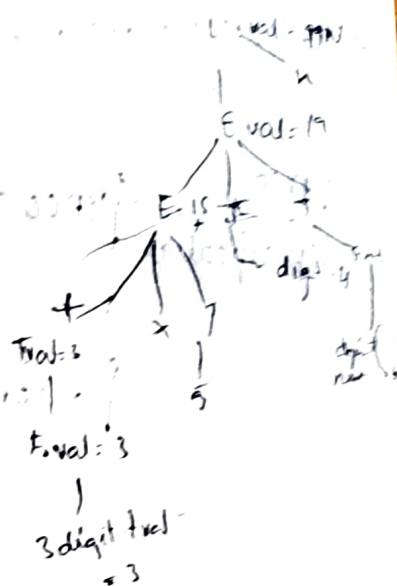
$$L \rightarrow \Sigma^*$$
$$E \rightarrow E + 7$$
$$F \rightarrow T$$
$$T \rightarrow T \times F$$
$$T \rightarrow F$$
$$F \rightarrow (E)id$$

*Semantia niles*

Li val - E val v

$$P \cdot Vol = E_1 \cdot Vol + T \cdot Vol$$

F val = 7 val

$$T_{val} = T_{val} * F_{val}$$
$$T_{\text{val}} = F_{\text{val}}$$
$$F.val = (E.val)$$


\* diff b/w s-attributed & l-attributed

i) uses only synthesized att<sup>n</sup>

2) Symantic actions are placed at right end of a production

$$A \rightarrow BC \{1\}$$

3) attributes are evaluated during bottom up parsing

4) S-att grammar is based on LR grammar.

5) These are implemented using  
LALR parser

7) Uses both synthesized & inherited attributes

2) Semantic actions are placed anywhere.

$$A \rightarrow \neg B \vee C \quad / \quad A \rightarrow B \vee \neg C \quad / \quad A \rightarrow B \vee C$$

3) It is evaluated by translating  
parse tree to depth first

4) L att. grammar is based on LL grammar.

5) Implemented using predictor perm.

★ YACC (Yet another compiler-compiler)



In the part of YACC specification a set of production  
 $\langle \text{head} \rangle \rightarrow \langle \text{body}_1 \rangle / \langle \text{body}_2 \rangle / \dots / \langle \text{body}_n \rangle$

could be written in YACC as

$\langle \text{head} \rangle : \langle \text{body}_1 \rangle \{ \text{semantic action 1} \}$

$\langle \text{body}_2 \rangle \{ \text{semantic action 2} \}$

$\langle \text{body}_n \rangle \{ \text{semantic action } n \}$

A YACC semantic action is a sequence of C statements  
 the symbol  $\$i$  refers to the attribute value  
 associated with the non-terminal  $\alpha$  on left hand side  
 $\$i$  refers to the attribute value associated the  $i^{\text{th}}$  grammar  
 symbol on the right hand side.

$$E \rightarrow E + T / T$$

$$T \rightarrow T * F / F$$

$$F \rightarrow (E) / \text{Digit}$$

%.

$$E: E + T \{ \$\$ = \$1 + \$3 \}$$

1T

$$T: T * F \{ \$\$ = \$1 * \$3 \}$$

1F

$$F: (E) \{ \$\$ = (\$2) \}$$

1digit

%.

Auxiliary Procedure.

The 3<sup>rd</sup> section YACC specification consists of supporting  
 C Routines

```
%{ #include <ctype.h>
```

```
%}
```

```
% token DIGIT
```

```
%.
```

```
expr: expr + term { $$ = $1 + $3 }
```

```
1term
```

```
term: term * factor { $$ = $1 * $3 }
```

```
1factor
```

factor(expr) { \$1 = (\$2) }

isdigit

yylval

{ int c;

c = getChar();

if (isdigit(c))

{

yylval = c - '0';

return DIGIT

return c;

}

yacc filename.y

-o a.out