

CS3005D Compiler Design

Winter 2024

Lecture #22

SDD for setting Types in Symbol Table, Synthesized/Inherited
attributes

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Symbol Tables

- Records information regarding the identifiers in the program
 - variable name - type, size and other relevant attributes
 - procedure name - number and types of its arguments, return type
- Entries created during lexical/syntax analysis phases

Setting type in Symbol Table

| Production | Semantic Rules |
|------------------------------|------------------------------------|
| $D \rightarrow T \text{ id}$ | $addType(\text{id.entry}, T.type)$ |
| $T \rightarrow \text{int}$ | $T.type = int$ |
| $T \rightarrow \text{float}$ | $T.type = float$ |

id.entry points to the Symbol Table entry for **id**

Setting type in Symbol Table

| Production | Semantic Rules |
|----------------------------------|---|
| $D \rightarrow T L$ | $L.type = T.type$ |
| $T \rightarrow \mathbf{int}$ | $T.type = int$ |
| $T \rightarrow \mathbf{float}$ | $T.type = float$ |
| $L \rightarrow L_1, \mathbf{id}$ | $L_1.type = L.type, addType(\mathbf{id}.entry, L.type)$ |
| $L \rightarrow \mathbf{id}$ | $addType(\mathbf{id}.entry, L.type)$ |

Draw the annotated parse tree for *int id₁ id₂ id₃*

Synthesized / Inherited attributes

- **Synthesized attribute:** Attribute value at node N defined only in terms of attribute values at the children of N and at N itself.
- **Inherited attribute:** Attribute value at node N is defined only in terms of attribute values at N 's parent, at N itself and N 's siblings

Setting type in Symbol Table

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| $L \rightarrow L_1, \mathbf{id}$ | $L_1.type = L.type, addType(\mathbf{id}.entry, L.type)$ |
| $L \rightarrow \mathbf{id}$ | $addType(\mathbf{id}.entry, L.type)$ |

Attribute $T.type$ is *synthesized*

Attribute $L.type$ is *inherited*

Order of evaluation of attributes: Dependency Graph

Dependency Graph depicts the dependency among attributes.

- for each grammar symbol X , the graph has a node for each attribute associated with X
- a directed edge from attribute $X.a$ to attribute $Y.b$ to indicate that $Y.b$ is dependent on $X.a$ (value of $X.a$ is needed to compute value of $Y.b$)
 - synthesized attribute - dependency edge goes from child to parent.
 - inherited attribute - dependency edge goes from parent to child or from sibling to sibling
- dummy attributes corresponding to the application of functions (like *addType()* in the example)

Dependency Graph

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|----------------------------------|---|
| $D \rightarrow T L$ | $L.type = T.type$ |
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Draw the dependency graph for *int* id_1 , id_2

SDD: S-attributed / L-attributed

S-attributed SDD: involves only synthesized attributes

L-attributed SDD: attributes can be synthesized or inherited, but with the restrictions that dependency graph edges between attributes of symbols in a production body go from left to right

L-attributed SDD: Precise definition

Each attribute must be either

1. Synthesized, or
2. Inherited, but with the restriction that in a production $A \rightarrow X_1 X_2 \dots X_n$ any inherited attribute of X_i is computed using only
 - inherited attributes of A
 - either inherited or synthesized attributes of X_1, X_2, \dots, X_{i-1}
 - inherited or synthesized attributes of X_j such that there are no cycles in the dependency graph

Order of evaluation of attributes

- If there is an edge from attribute $X.a$ to attribute $Y.b$, evaluate $X.a$ before evaluating $Y.b$
- If the dependency graph has no cycles, attributes can be evaluated in a topological sort order of the graph.

Attributes: evaluation order

| Production | Semantic Rules |
|----------------------------------|---|
| $D \rightarrow T L$ | $L.type = T.type$ |
| $T \rightarrow \mathbf{int}$ | $T.type = int$ |
| $T \rightarrow \mathbf{float}$ | $T.type = float$ |
| $L \rightarrow L_1, \mathbf{id}$ | $L_1.type = L.type, addType(\mathbf{id}.entry, L.type)$ |
| $L \rightarrow \mathbf{id}$ | $addType(\mathbf{id}.entry, L.type)$ |

Exercise: Draw the dependency graph for *int id₁*, *id₂* and find a possible order of evaluation of attributes.

References

References:

- Aho A.V., Lam M.S., Sethi R., and Ullman J.D. Compilers: Principles, Techniques, and Tools (ALSU). Pearson Education, 2007.

Further reading:

- ALSU Chapter 2-sections 2.3, Chapter 5-section 5.1, 5.2