

CSD 3202-COMPILER DESIGN

MODULE III

PART 1

Outline

- Syntax Directed Definitions
- Evaluation Orders of SDD's
- Applications of Syntax Directed Translation
- Syntax Directed Translation Schemes

Introduction

- We can associate information with a language construct by attaching attributes to the grammar symbols.
- A syntax directed definition specifies the values of attributes by associating semantic rules with the grammar productions.

Production

$E \rightarrow E1 + T$

Semantic Rule

$E.code = E1.code || T.code || '+'$

- We may alternatively insert the semantic actions inside the grammar

$E \rightarrow E1 + T \{ \text{print '+'} \}$

Syntax Directed Definitions

- A SDD is a context free grammar with attributes and rules
- Attributes are associated with grammar symbols and rules with productions
- Attributes may be of many kinds: numbers, types, table references, strings, etc.
- **Synthesized attributes**
 - A synthesized attribute at node N is defined only in terms of attribute values of children of N and at N it
- **Inherited attributes**
 - An inherited attribute at node N is defined only in terms of attribute values at N's parent, N itself and N's siblings

Example of S-attributed SDD

Production

- 1) $L \rightarrow E$
- 2) $E \rightarrow E1 + T$
- 3) $E \rightarrow T$
- 4) $T \rightarrow T1 * F$
- 5) $T \rightarrow F$
- 6) $F \rightarrow (E)$
- 7) $F \rightarrow \text{digit}$

Semantic Rules

- $L.val = E.val$
- $E.val = E1.val + T.val$
- $E.val = T.val$
- $T.val = T1.val * F.val$
- $T.val = F.val$
- $F.val = E.val$
- $F.val = \text{digit.lexval}$

Example of mixed attributes

Production

1) $T \rightarrow FT'$

2) $T' \rightarrow *FT'_1$

3) $T' \rightarrow \epsilon$

1) $F \rightarrow \text{digit}$

Semantic Rules

$T'.inh = F.val$

$T.val = T'.syn$

$T'_1.inh = T'.inh * F.val$

$T'.syn = T'_1.syn$

$T'.syn = T'.inh$

$F.val = F.val = \text{digit.lexval}$

Evaluation orders for SDD's

- A dependency graph is used to determine the order of computation of attributes
- **Dependency graph**
 - For each parse tree node, the parse tree has a node for each attribute associated with that node
 - If a semantic rule defines the value of synthesized attribute A.b in terms of the value of X.c then the dependency graph has an edge from X.c to A.b
 - If a semantic rule defines the value of inherited attribute B.c in terms of the value of X.a then the dependency graph has an edge from X.c to B.c
- Example!



Ordering the evaluation of attributes

- If dependency graph has an edge from M to N then M must be evaluated before the attribute of N
- Thus the only allowable orders of evaluation are those sequence of nodes N_1, N_2, \dots, N_k such that if there is an edge from N_i to N_j then $i < j$
- Such an ordering is called a topological sort of a graph
- Example!

S-Attributed definitions

- An SDD is S-attributed if every attribute is synthesized
- We can have a post-order traversal of parse-tree to evaluate attributes in S-attributed definitions

```
postorder(N) {  
    for (each child C of N, from the left) postorder(C);  
    evaluate the attributes associated with node N;  
}
```

- S-Attributed definitions can be implemented during bottom-up parsing without the need to explicitly create parse trees

L-Attributed definitions

- A SDD is L-Attributed if the edges in dependency graph goes from Left to Right but not from Right to Left.
- More precisely, each attribute must be either
 - Synthesized
 - Inherited, but if there is a production $A \rightarrow X_1X_2...X_n$ and there is an inherited attribute X_i , a computed by a rule associated with this production, then the rule may only use:
 - Inherited attributes associated with the head A
 - Either inherited or synthesized attributes associated with the occurrences of symbols $X_1, X_2, ..., X_{i-1}$ located to the left of X_i
 - Inherited or synthesized attributes associated with this occurrence of X_i itself, but in such a way that there is no cycle in the graph

Application of Syntax Directed

Translation

- Type checking and intermediate code generation
- Construction of syntax trees
 - Leaf nodes: $\text{Leaf}(\text{op}, \text{val})$
 - Interior node: $\text{Node}(\text{op}, c_1, c_2, \dots, c_k)$
- Example:

Production

- 1) $E \rightarrow E_1 + T$
- 2) $E \rightarrow E_1 - T$
- 3) $E \rightarrow T$
- 4) $T \rightarrow (E)$
- 5) $T \rightarrow \text{id}$
- 6) $T \rightarrow \text{num}$

Semantic Rules

- $E.\text{node} = \text{new node}('+', E_1.\text{node}, T.\text{node})$
- $E.\text{node} = \text{new node}('-', E_1.\text{node}, T.\text{node})$
- $E.\text{node} = T.\text{node}$
- $T.\text{node} = E.\text{node}$
- $T.\text{node} = \text{new Leaf}(\text{id}, \text{id.entry})$
- $T.\text{node} = \text{new Leaf}(\text{num}, \text{num.val})$

Syntax tree for L-attributed definition

Production

1) $E \rightarrow TE'$

2) $E' \rightarrow + TE1'$

3) $E' \rightarrow -TE1'$

4) $E' \rightarrow \epsilon$

5) $T \rightarrow (E)$

6) $T \rightarrow id$

7) $T \rightarrow num$

Semantic Rules

$E.node = E'.syn$ +

$E'.inh = T.node$

$E1'.inh = \text{new node}('+', E'.inh, T.node)$

$E'.syn = E1'.syn$

$E1'.inh = \text{new node}('-', E'.inh, T.node)$

$E'.syn = E1'.syn$

$E'.syn = E'.inh$

$T.node = E.node$

$T.node = \text{new Leaf}(id, id.entry)$

$T.node = \text{new Leaf}(num, num.val)$



Syntax directed translation schemes

- An SDT is a Context Free grammar with program fragments embedded within production bodies
- Those program fragments are called semantic actions
- They can appear at any position within production body
- Any SDT can be implemented by first building a parse tree and then performing the actions in a left-to-right depth first order
- Typically SDT's are implemented during parsing without building a parse tree

Postfix translation schemes

- Simplest SDDs are those that we can parse the grammar bottom-up and the SDD is s-attributed
- For such cases we can construct SDT where each action is placed at the end of the production and is executed along with the reduction of the body to the head of that production
- SDT's with all actions at the right ends of the production bodies are called postfix SDT's

Example of postfix SDT

- | | |
|---------------------------------|--|
| 1) $L \rightarrow E n$ | $\{ \text{print}(E.\text{val}); \}$ |
| 2) $E \rightarrow E1 + T$ | $\{ E.\text{val} = E1.\text{val} + T.\text{val}; \}$ |
| 3) $E \rightarrow T$ | $\{ E.\text{val} = T.\text{val}; \}$ |
| 4) $T \rightarrow T1 * F$ | $\{ T.\text{val} = T1.\text{val} * F.\text{val}; \}$ |
| 5) $T \rightarrow F$ | $\{ T.\text{val} = F.\text{val}; \}$ |
| 6) $F \rightarrow (E)$ | $\{ F.\text{val} = E.\text{val}; \}$ |
| 7) $F \rightarrow \text{digit}$ | $\{ F.\text{val} = \text{digit}.\text{lexval}; \}$ |

SDT's with actions inside productions

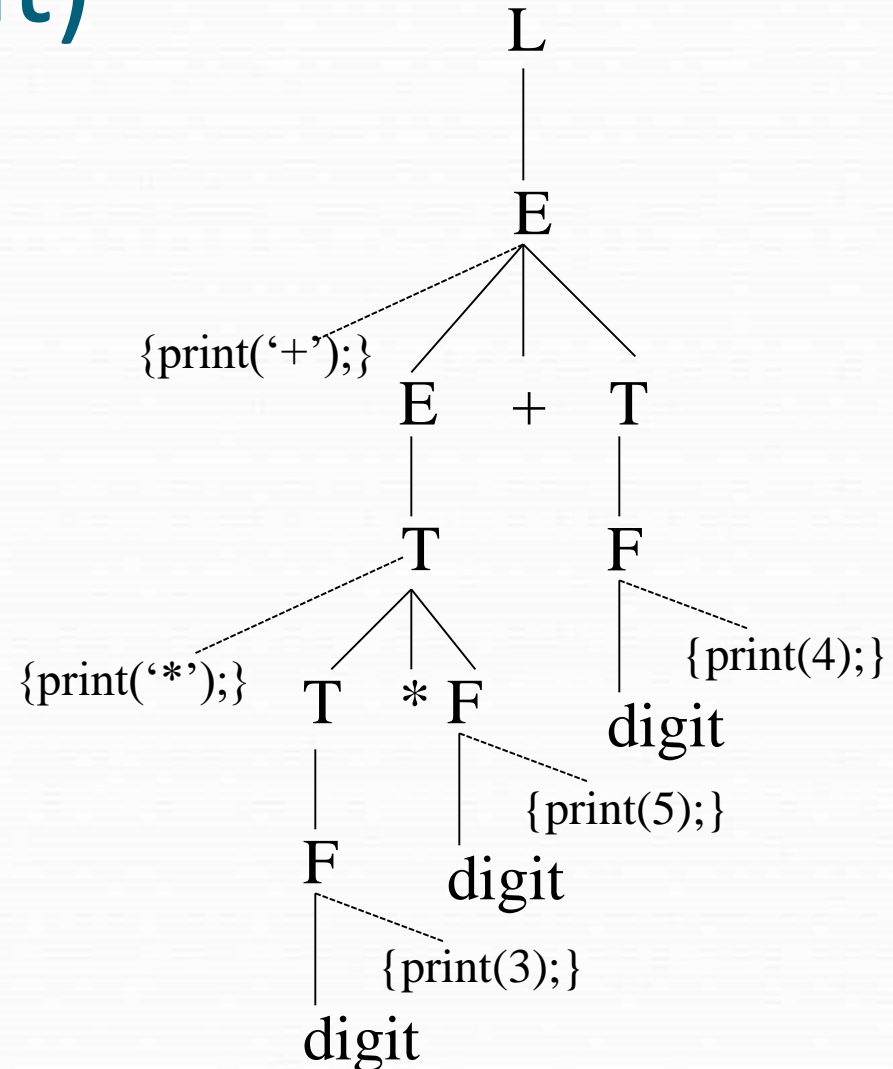
- For a production $B \rightarrow X \{a\} Y$
 - If the parse is bottom-up then we perform action “a” as soon as this occurrence of X appears on the top of the parser stack
 - If the parser is top down we perform “a” just before we expand Y

- Sometimes we cant do things as easily as explained above
- One example is when we are parsing this SDT with a bottom-

- 1) $L \rightarrow E n$
- 2) $E \rightarrow \{\text{print('+');}\} E1 + T$
- 3) $E \rightarrow T$
- 4) $T \rightarrow \{\text{print('*') ;}\} T1 * F$
- 5) $T \rightarrow F$
- 6) $F \rightarrow (E)$
- 7) $F \rightarrow \text{digit} \{\text{print(digit.lexval);}\}$

SDT's with actions inside productions (cont)

- Any SDT can be implemented as follows
 1. Ignore the actions and produce a parse tree
 2. Examine each interior node N and add actions as new children at the correct position
 3. Perform a postorder traversal and execute actions when their nodes are visited



SDT's for L-Attributed definitions

- We can convert an L-attributed SDD into an SDT using following two rules:
 - Embed the action that computes the inherited attributes for a nonterminal A immediately before that occurrence of A. if several inherited attributes of A are dependent on one another in an acyclic fashion, order them so that those needed first are computed first
 - Place the action of a synthesized attribute for the head of a production at the end of the body of the production

Example

$S \rightarrow \text{while } (C) \ S1$

```

    L1=new();
    L2=new();
    S1.next=L1;
    C.false=S.next;
    C.true=L2;
  
```

$S.\text{code} = \text{label} || L1 || C.\text{code} || \text{label} || L2 || S1.\text{code}$

```

S -> while ( {L1=new();L2=new();C.false=S.next;C.true=L2;}
C) {S1.next=L1;}
S1{S.code=label||L1||C.code||label||L2||S1.code;}
  
```