

# Lecture 13

## **Semantics Analysis**

Awanish Pandey

Department of Computer Science and Engineering Indian Institute of Technology Roorkee

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• LR(1) parse table



- LR(1) parse table
- LALR Parse Table



- LR(1) parse table
- LALR Parse Table
- Error Recovery



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- LALR Parse Table
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- Parser Generator



Check semantics



- Check semantics
- Error reporting



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- Disambiguate



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- Overloaded operators



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  - Name checks

whether a function has return or not.



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can we say the same for semantic analysis??

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  - string x; int y;
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    - the use of x is a type error
  - ▶ An identifier may refer to different variables in different parts of the program
  - ▶ An identifier may be usable in one part of the program but not another



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- Methods in a class are not multiply defined



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  - Use attributes
  - Do analysis along with parsing
  - Use code for attribute value computation

we want to do everything in parallel => Lexical, Syntax and Semantic Analyzer works in parallel.



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- It may store information in symbol table



SDDs are used for specifications while SDT are used for implementation purposes.

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  - Synthesized: value of a synthesized attribute is computed from the values of its children nodes and at itself



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- ullet The synthesized attribute of Node N can be defined using inherited attributes of Node N
- Inherited attribute of Node N can not be defined using attribute of child of Node N



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- The synthesized attribute of Node N can be defined using inherited attributes of Node N
- ullet Inherited attribute of Node N can not be defined using attribute of child of Node N
- Terminal can have only synthesized attributes (calculated from lexical phase). No SDD rules for computing attributes of terminal



# **E**xample

ullet Consider a grammar for signed binary numbers  $Number o sign \quad list$  sign o +|-  $list o list \quad bit|bit$  bit o 0|1



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#### **E**xample

 $bit \rightarrow 0|1$ 

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- Associate attributes with grammar symbols

Symbol	Attribute
number	value
sign	negative
list	position, value
bit	position, value



Production	Attribute Rule



Production	Attribute Rule
$number  o sign \ list$	$\textit{list.position} \leftarrow 0$
	if sign.negative
	then number.value $\leftarrow$ - list.value
	$\texttt{else number.value}  \leftarrow  \texttt{list.value}$



$\textit{list.position} \leftarrow 0$
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then number.value $\leftarrow$ - list.value
$\texttt{else number.value}  \leftarrow  \texttt{list.value}$
sign.negative ← false



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$bit.position \leftarrow list.position$
$list.value \leftarrow bit.value$



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$list \to bit$	$bit.position \leftarrow list.position$
	list.value ← bit.value
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	$bit.position \leftarrow list_0.position$
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bit  o 0	bit.value ← 0



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list  o bit	$bit.position \leftarrow list.position$
	$list.value \leftarrow bit.value$
$\mathit{list}_0  o \mathit{list}_1\mathit{bit}$	$\textit{list}_1.\textit{position} \leftarrow \textit{list}_0.\textit{position} + 1$
	$bit.position \leftarrow list_0.position$
	$\textit{list}_0.\textit{value} \leftarrow \textit{list}_1.\textit{value} + \textit{bit.value}$
bit  o 0	bit.value ← 0
$bit \to 1$	bit.value $\leftarrow 2^{bit.position}$

position is an inherited attribute

value, negative, are synthesized attribute.



#### Parse tree and the dependence graph



