

Syntax-Directed Translation

Muhammad Haggag, Ph.D.

Computer Science Department

Faculty of Computers and Information

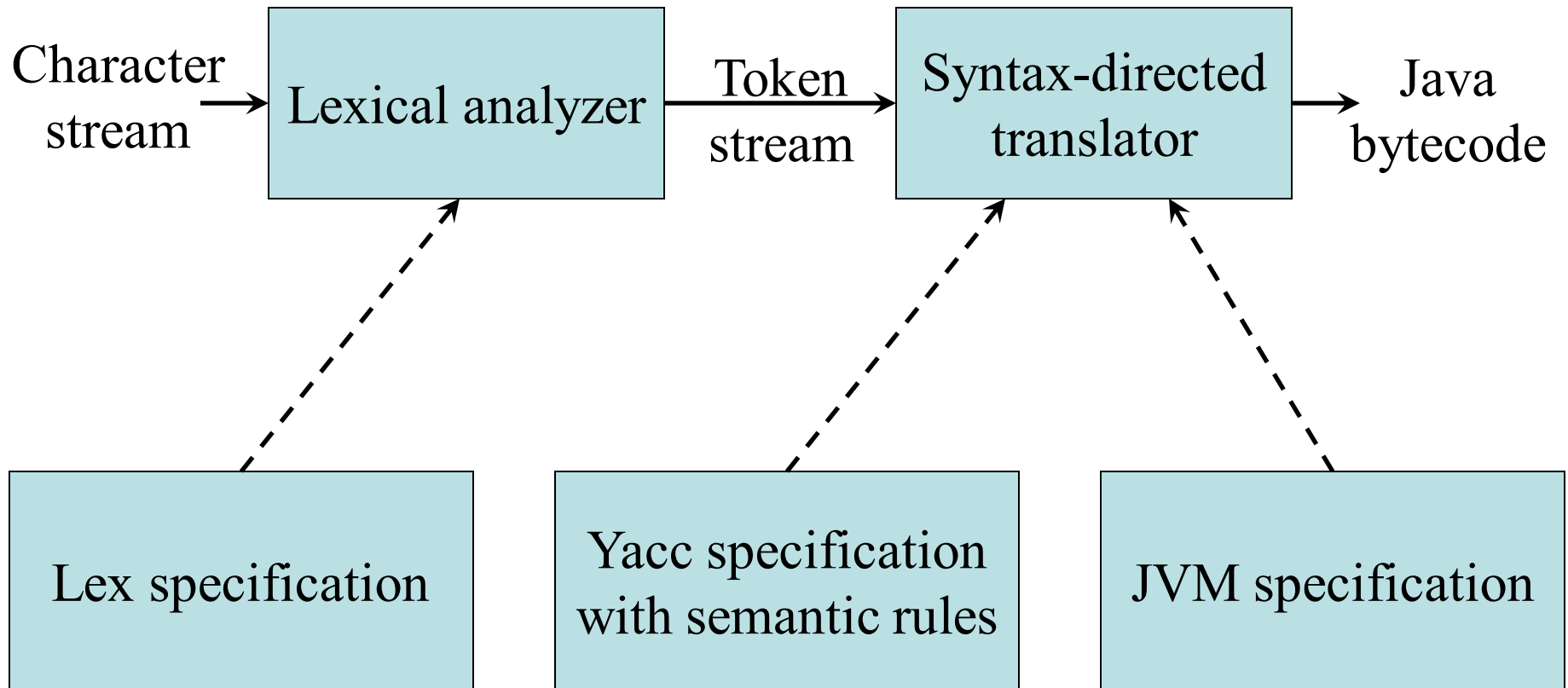
Mansoura University

dr_m.haggag@yahoo.com

SDT

- **Syntax-directed translation** refers to a method of compiler implementation where the source language translation is completely driven by the parser.
- A common method of syntax-directed translation is translating a string into a sequence of actions by attaching one such **action** to each **rule of a grammar**. Thus, parsing a string of the grammar produces a sequence of rule applications. **SDT** provides a simple way to attach semantics to any such syntax.
- Interleave semantic analysis with syntax analysis phase of the compiler, we use **Syntax Directed Translation**.

The Structure of our Compiler Revisited



Syntax-Directed Definitions

- A *syntax-directed definition* (or *attribute grammar*) binds a set of *semantic rules* to productions (grammar)
- **Actions (rules)** are steps or procedures that will be carried out when that production is used in a derivation (usually evaluate attributes)
- Terminals and nonterminals have *attributes* holding values set by the semantic rules
- A *depth-first traversal* algorithm traverses the parse tree thereby executing semantic rules to assign attribute values

Attribute Grammars

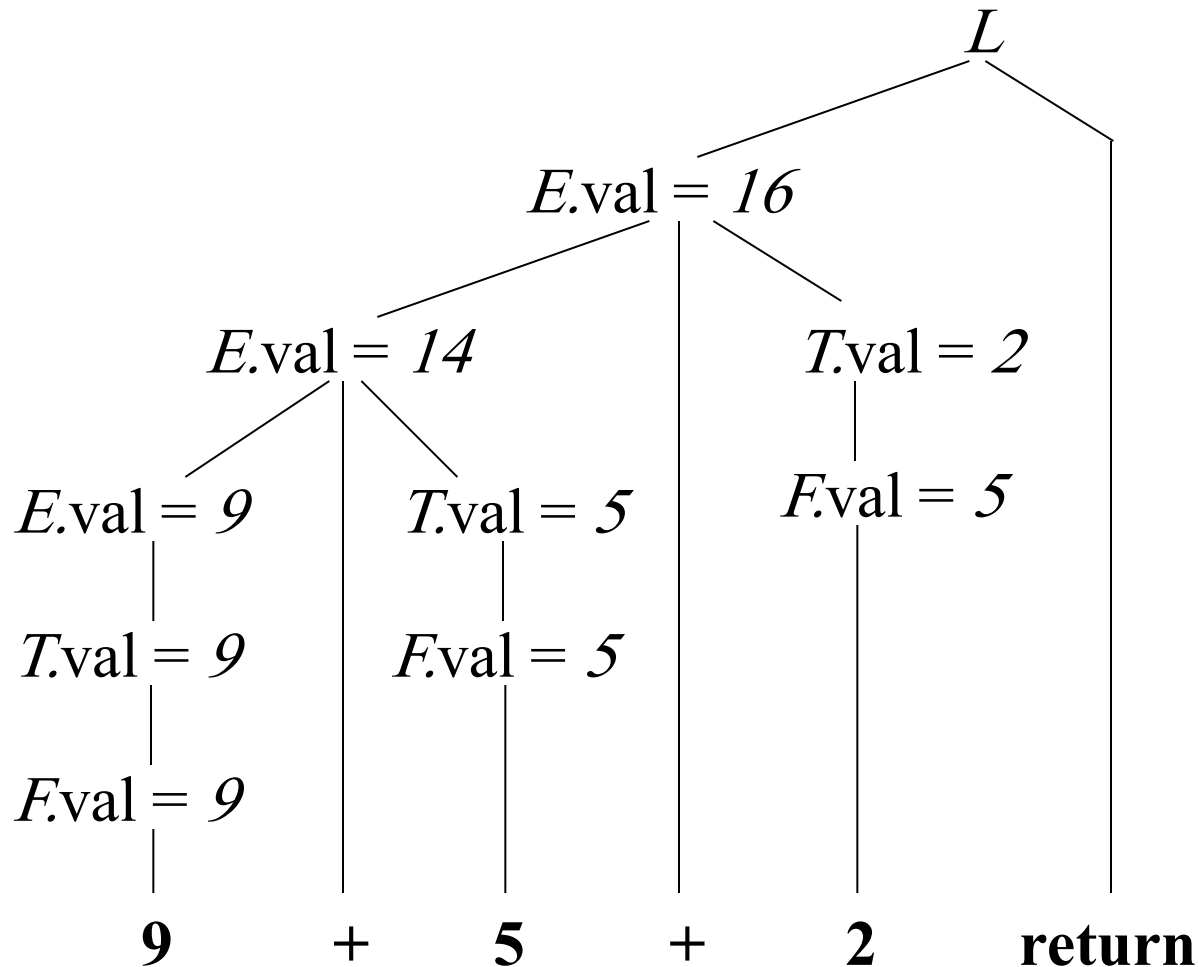
- An **attribute** can represent anything we choose
 - The value of an expression when literal constants are used
 - The data type of a constant, variable, or expression
 - The location (or offset) of a variable in memory
 - The translated code of an expression, statement, or function
- Given a symbol X , with an attribute t , that attribute is referred to as $X.t$
- An **annotated** or **attributed** parse tree is a
 - Parse tree showing the values of attributes at each node
 - Attributes may be evaluated on the fly as an input is parsed
 - Alternatively, attributes may be also evaluated after parsing

Example Attribute Grammar

Production	Semantic Rule
$L \rightarrow E \textbf{return}$	$\textit{print}(E.\textit{val})$
$E \rightarrow E_1 + T$	$E.\textit{val} := E_1.\textit{val} + T.\textit{val}$
$E \rightarrow T$	$E.\textit{val} := T.\textit{val}$
$T \rightarrow T_1 * F$	$T.\textit{val} := T_1.\textit{val} * F.\textit{val}$
$T \rightarrow F$	$T.\textit{val} := F.\textit{val}$
$F \rightarrow (E)$	$F.\textit{val} := E.\textit{val}$
$F \rightarrow \textbf{digit}$	$F.\textit{val} := \textbf{digit}.\textit{lexval}$

Note: all attributes in this example are of the **synthesized** type

Example Annotated Parse Tree

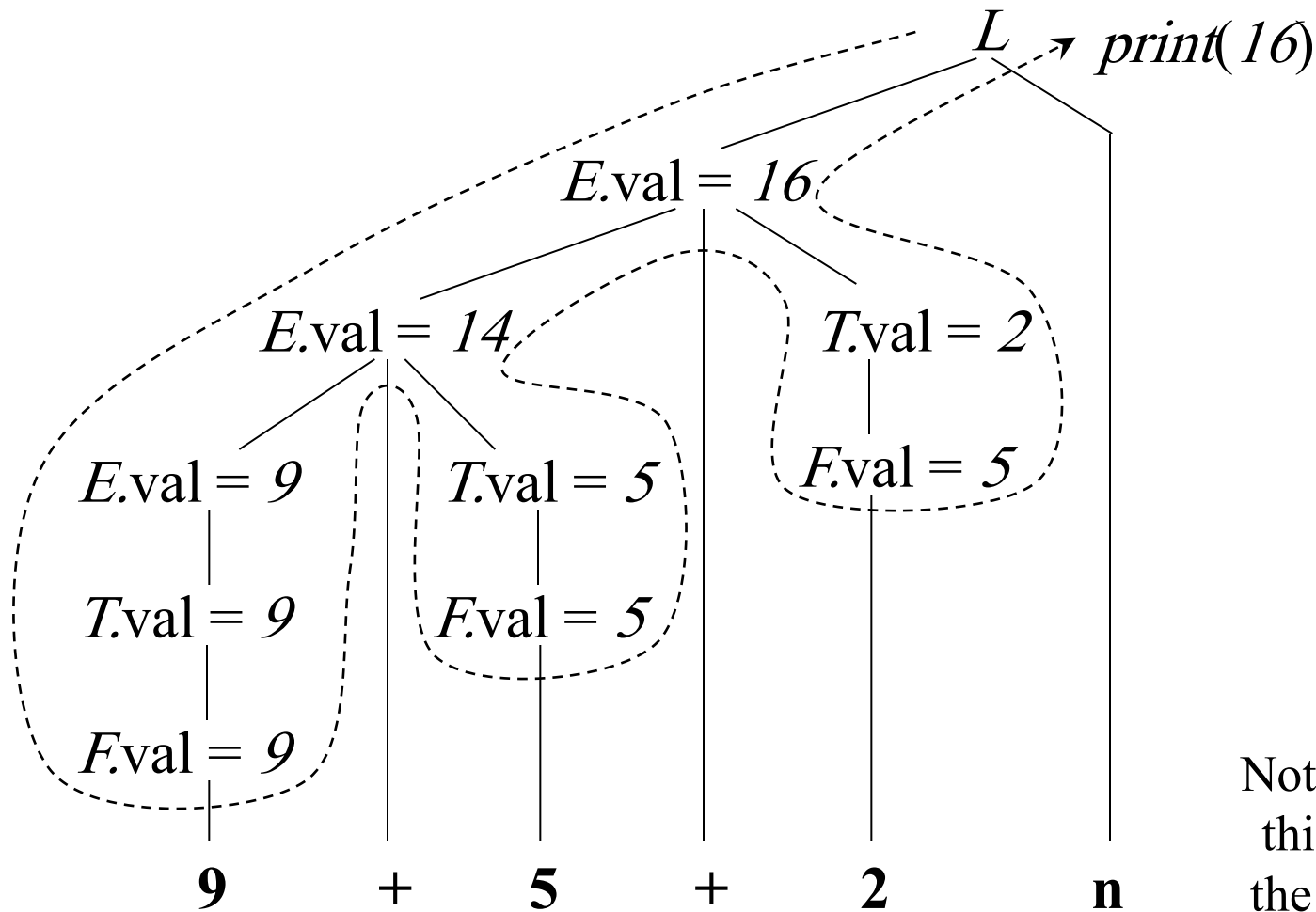


Note: all attributes in this example are of the synthesized type

Annotating a Parse Tree With Depth-First Traversals

```
procedure visit(n : node);  
begin  
    for each child m of n, from left to right do  
        visit(m);  
    evaluate semantic rules at node n  
end
```


Depth-First Traversals (Example)



Note: all attributes in this example are of the synthesized type

Attributes (revisit)

- Attribute values may represent
 - Numbers (literal constants)
 - Strings (literal constants)
 - Memory locations, such as a frame index of a local variable or function argument
 - A data type for type checking of expressions
 - Scoping information for local declarations

Synthesized and Inherited Attributes

- The attributes are divided into two classes:
 - **Synthesized** Attributes
 - **Inherited** Attributes
- A **synthesized attribute** of a parse tree node is computed from
 - Attribute values of the **children nodes**
- An **inherited attribute** of a parse tree node is computed from
 - Attribute values of the **parent node**
 - Attribute values of the **sibling nodes**
- Tokens may have only synthesized attributes
 - Token attributes are supplied by the scanner
- Nonterminals may have synthesized and/or inherited attributes
- Attributes are evaluated according to **Semantic rules**
 - Semantic rules are associated with production rules

Synthesized Versus Inherited Attributes

- Given a production

$$A \rightarrow \alpha$$

then each semantic rule is of the form

$$b := f(c_1, c_2, \dots, c_k)$$

where f is a function and c_i are attributes of A and α , and either

- b is a *synthesized* attribute of A
- b is an *inherited* attribute of one of the grammar symbols in α

- Attribute **b** depends on attributes c_1, c_2, \dots, c_k

Synthesized Versus Inherited Attributes (cont'd)

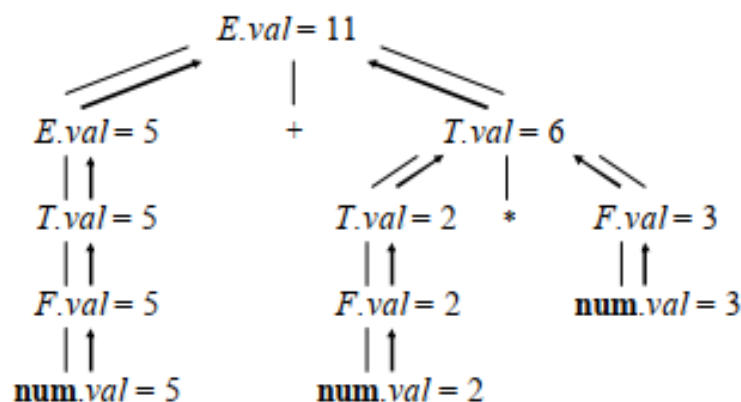
Production	Semantic Rule	
$D \rightarrow T L$	$L.in := T.type$	inherited
$T \rightarrow \mathbf{int}$	$T.type := \text{'integer'}$	
...	...	
$L \rightarrow \mathbf{id}$	$\dots := L.in$	synthesized

Symbol T is associated with a synthesized attribute **type**
 Symbol L is associated with an inherited attribute **in**

S-Attributed Grammars

- ❖ S-Attributed grammars allow only synthesized attributes
- ❖ Synthesized attributes are evaluated bottom up
- ❖ S-Attributed grammars work perfectly with LR parsers
- ❖ Consider an S-Attributed grammar for constant expressions:
 - * Each nonterminal has a single synthetic attribute: *val*
 - * The annotated parse tree for **5 + 2 * 3** is shown below

Production	Semantic Rules
$E \rightarrow E^2 + T$	$E.val := E^2.val + T.val$
$E \rightarrow T$	$E.val := T.val$
$T \rightarrow T^2 * F$	$T.val := T^2.val * F.val$
$T \rightarrow F$	$T.val := F.val$
$F \rightarrow (E)$	$F.val := E.val$
$F \rightarrow \text{num}$	$F.val := \text{num.val}$



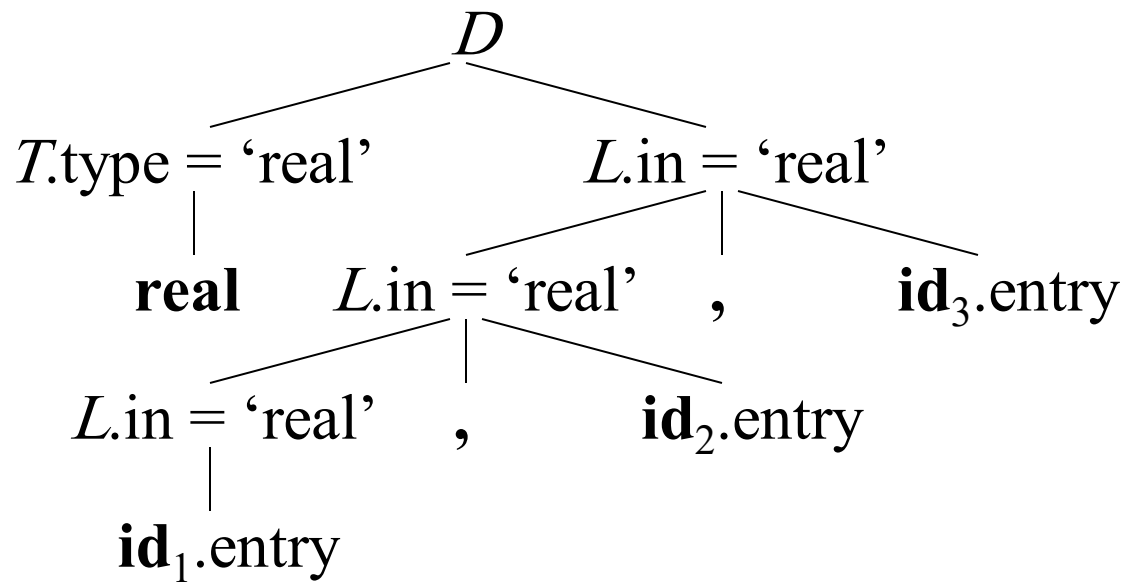
Example Attribute Grammar with Synthesized+Inherited Attributes

Production	Semantic Rule
$D \rightarrow T L$	$L.in := T.type$
$T \rightarrow \mathbf{int}$	$T.type := \text{'integer'}$
$T \rightarrow \mathbf{real}$	$T.type := \text{'real'}$
$L \rightarrow L_1 , \mathbf{id}$	$L_1.in := L.in; \text{addtype}(\mathbf{id}.entry, L.in)$
$L \rightarrow \mathbf{id}$	$\text{addtype}(\mathbf{id}.entry, L.in)$

Synthesized: $T.type, \mathbf{id}.entry$

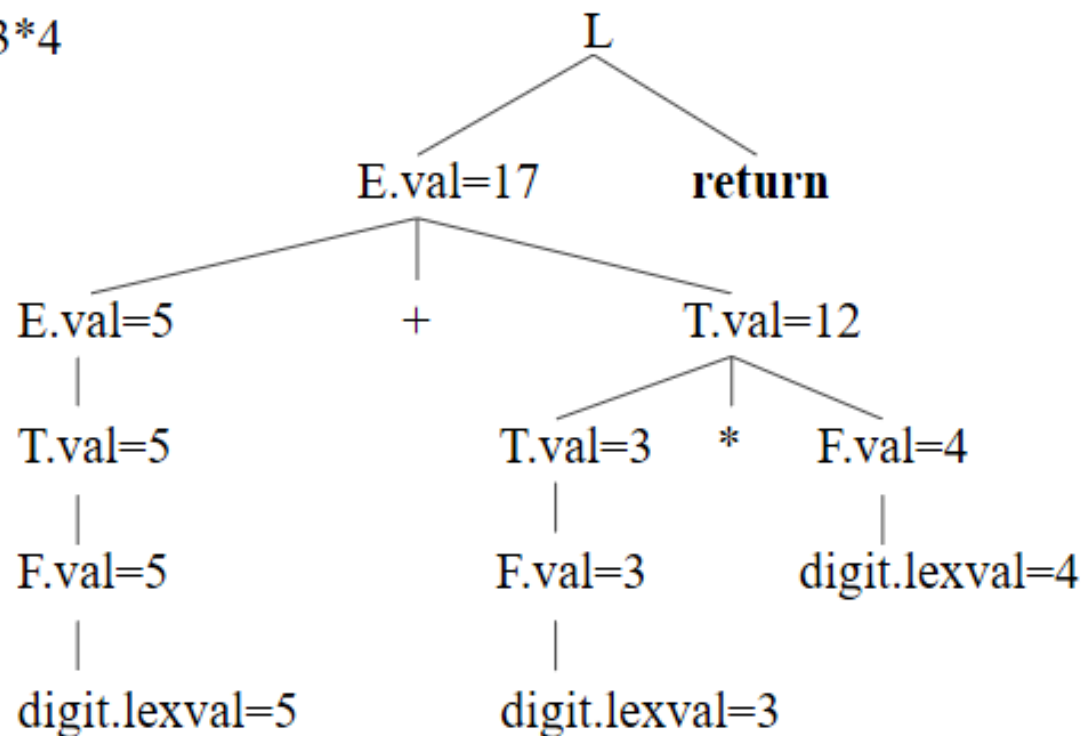
Inherited: $L.in$

Example Annotated Parse Tree



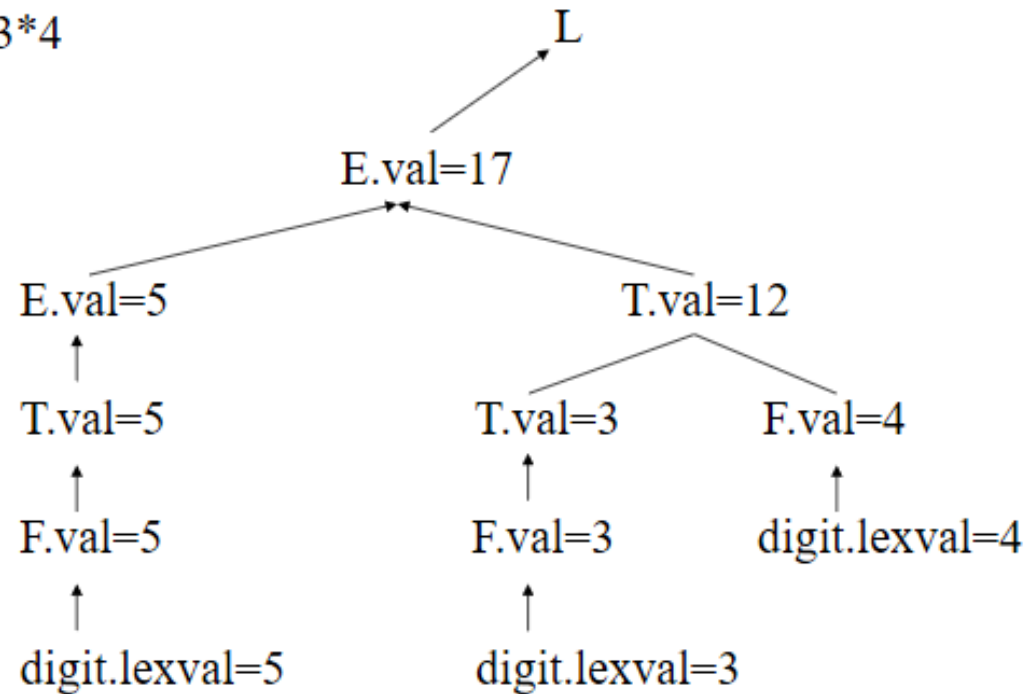
Annotated Parse Tree -- Example

Input: 5+3*4



Dependency Graph

Input: $5+3*4$



DG: Edges in the dependency graph determine the evaluation order for attribute values

Thanks