

CSL302: Compiler Design

Semantic Analysis

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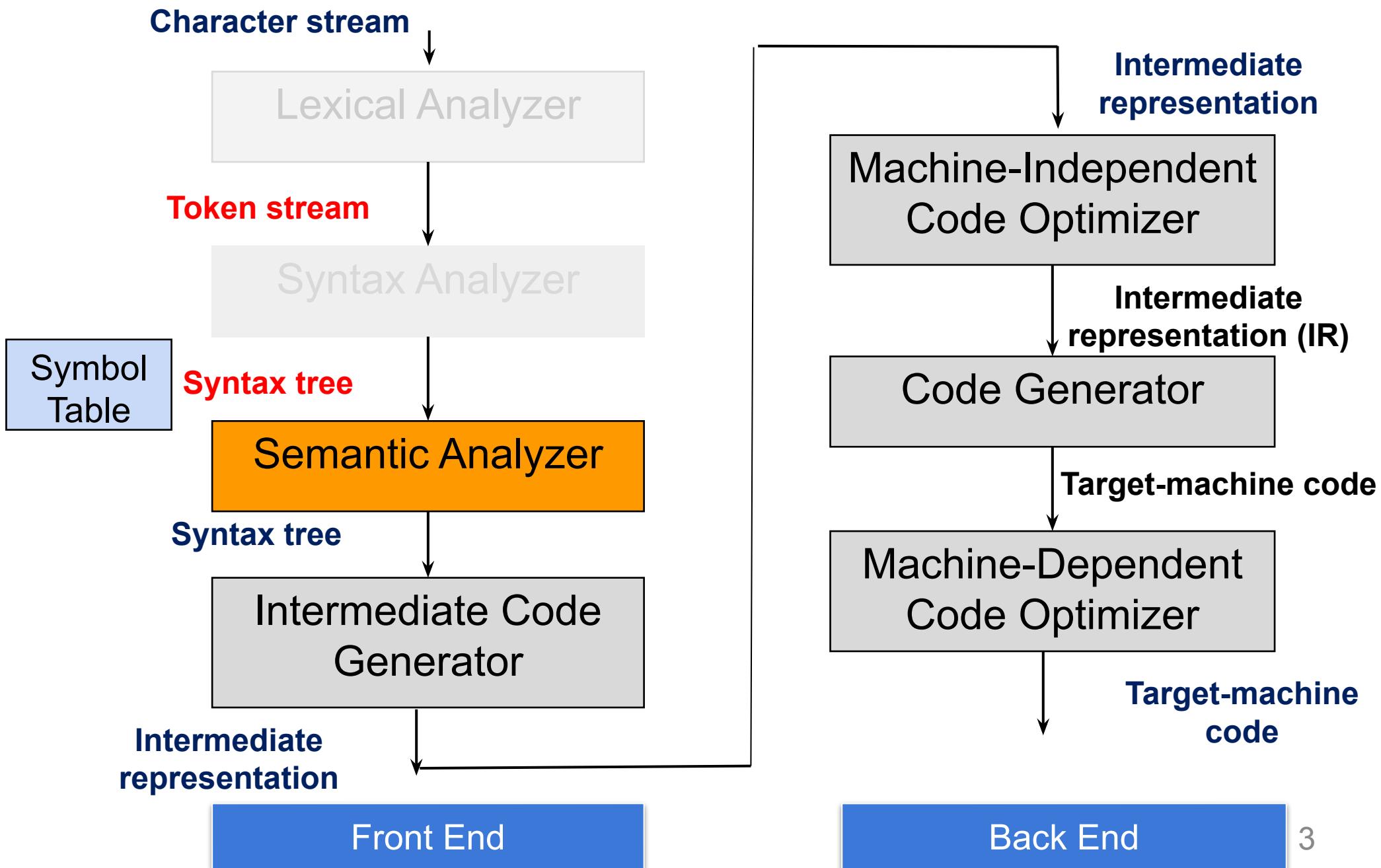
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Acknowledgement

- References for today's slides
 - *Lecture notes of Prof. Amey Karkare (IIT Kanpur) and Late Prof. Sanjeev K Aggarwal (IIT Kanpur)*
 - *IIT Madras (Prof. Rupesh Nasre)*
 - <http://www.cse.iitm.ac.in/~rupesh/teaching/compiler/aug15/schedule/4-sdt.pdf>
 - *Course textbook*
 - *Stanford University:*
 - <https://web.stanford.edu/class/archive/cs/cs143/cs143.1128/>

Compiler Design

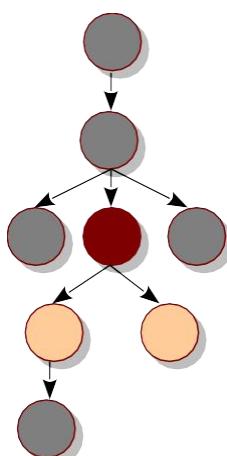


Recap

- Express semantics:
 - Using attributed grammar
 - Synthesized attributes
 - Inherited attributes
 - Order of evaluation
 - Dependency graph

Attributes ...

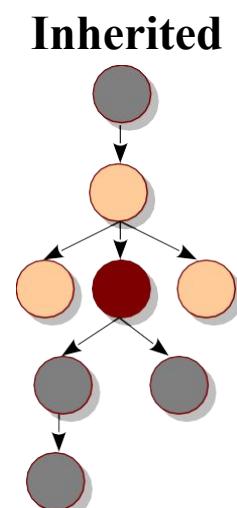
- Attributes fall into two classes: *Synthesized* and *Inherited*
- Value of a synthesized attribute is computed from the values of children nodes
 - Attribute value for LHS of a rule comes from attributes of RHS



Synthesized

Attributes ...

- Value of an inherited attribute is computed from the sibling and parent nodes
 - Attribute value for a symbol on RHS of a rule comes from attributes of LHS and RHS symbols



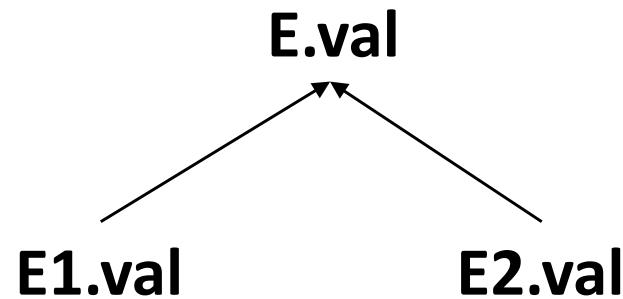
Synthesized Attributes

- A syntax directed definition that uses only synthesized attributes is said to be an **S-attributed** definition
 - A topological evaluation order is well-defined.
 - Any bottom-up order of the parse tree nodes.

Example

- Consider the following production is used in a parse tree
 - $E \rightarrow E_1 + E_2 \quad E.val = E_1.val + E_2.val$

we create a dependency graph



Issues with S-attributed SDD

- It is too strict!
- There exist reasonable non-cyclic orders that it disallows.
 - If a non-terminal uses attributes of its parent only (no sibling attributes)
 - If a non-terminal uses attributes of its left-siblings only (and not of right siblings).
- The rules may use information “from above” and “from left”.

L attributed definitions

- Each attribute must be either
 - synthesized, or
 - inherited, but with restriction. For production $A \rightarrow X_1 \ X_2 \dots X_n$ with inherited attributed $X_i.a$ computed by an action; then the rule may use 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_i with no cyclic dependence.
- L is for left-to-right.

L attributed definitions

$A \rightarrow LM$



$$L.i = f_1(A.i)$$

$$M.i = f_2(L.s)$$

$$A.s = f_3(M.s)$$

$A \rightarrow QR$

$$R.i = f4(A.i)$$

$$Q.i = f5(R.s)$$

$$A.s = f6(Q.s)$$



L attributed definitions

- We can adapt the grammar to compute the L-attributes during LR parsing.

More details, refer to textbook

Syntax Directed Translations

Syntax Directed Translations

- Complementary notations to SDD
- Syntax Directed Translation scheme (SDT):
 - Context free grammar with program fragments embedded within production bodies
 - Program fragments: semantics

SDD for Calculator

Sr. No.	Production	Semantic Rules
1	$E' \rightarrow E \$$	$E'.val = E.val$
2	$E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
3	$E \rightarrow T$...
4	$T \rightarrow T_1 * F$...
5	$T \rightarrow F$...
6	$F \rightarrow (E)$...
7	$F \rightarrow digit$	$F.val = digit.lexval$

SDT for Calculator

Sr. No.	Production	Semantic Rules
1	$E' \rightarrow E \$$	$\text{print}(E.\text{val})$
2	$E \rightarrow E_1 + T$	$E.\text{val} = E_1.\text{val} + T.\text{val}$
3	$E \rightarrow T$...
4	$T \rightarrow T_1 * F$...
5	$T \rightarrow F$...
6	$F \rightarrow (E)$...
7	$F \rightarrow digit$	$F.\text{val} = digit.\text{lexval}$

SDT for Calculator

Postfix SDT

$E' \rightarrow E \$$	{ print(E.val); }
$E \rightarrow E_1 + T$	{ $E.val = E_1.val + T.val;$ }
$E \rightarrow T$...
$T \rightarrow T_1 * F$...
$T \rightarrow F$...
$F \rightarrow (E)$...
$F \rightarrow digit$	{ $F.val = digit.lexval;$ }

- SDTs with all the actions at the right ends of the production bodies are called *postfix SDTs*.
- Can be implemented during LR parsing by executing actions when reductions occur.
- The attribute values can be put on a stack and can be retrieved.

Actions within Productions

- Actions may be placed at any position within production body.
- For production $B \rightarrow X \{action\} Y$, action is performed
 - as soon as X appears on top of the parsing stack in bottom-up parsing.
 - just before expanding Y in top-down parsing if Y is a non-terminal.
 - just before we check for Y on the input in top-down parsing if Y is a terminal.
- SDTs that can be implemented during parsing are
 - Postfix SDTs (S-attributed definitions) SDTs
 - implementing L-attributed definitions

SDT Example

$D \rightarrow T \{L.in = T.type\} \quad L$

$T \rightarrow \text{int} \quad \{T.type = \text{integer}\}$

$T \rightarrow \text{real} \quad \{T.type = \text{real}\}$

$L \rightarrow \{L_1.in = L.in\} \quad L_1, id$

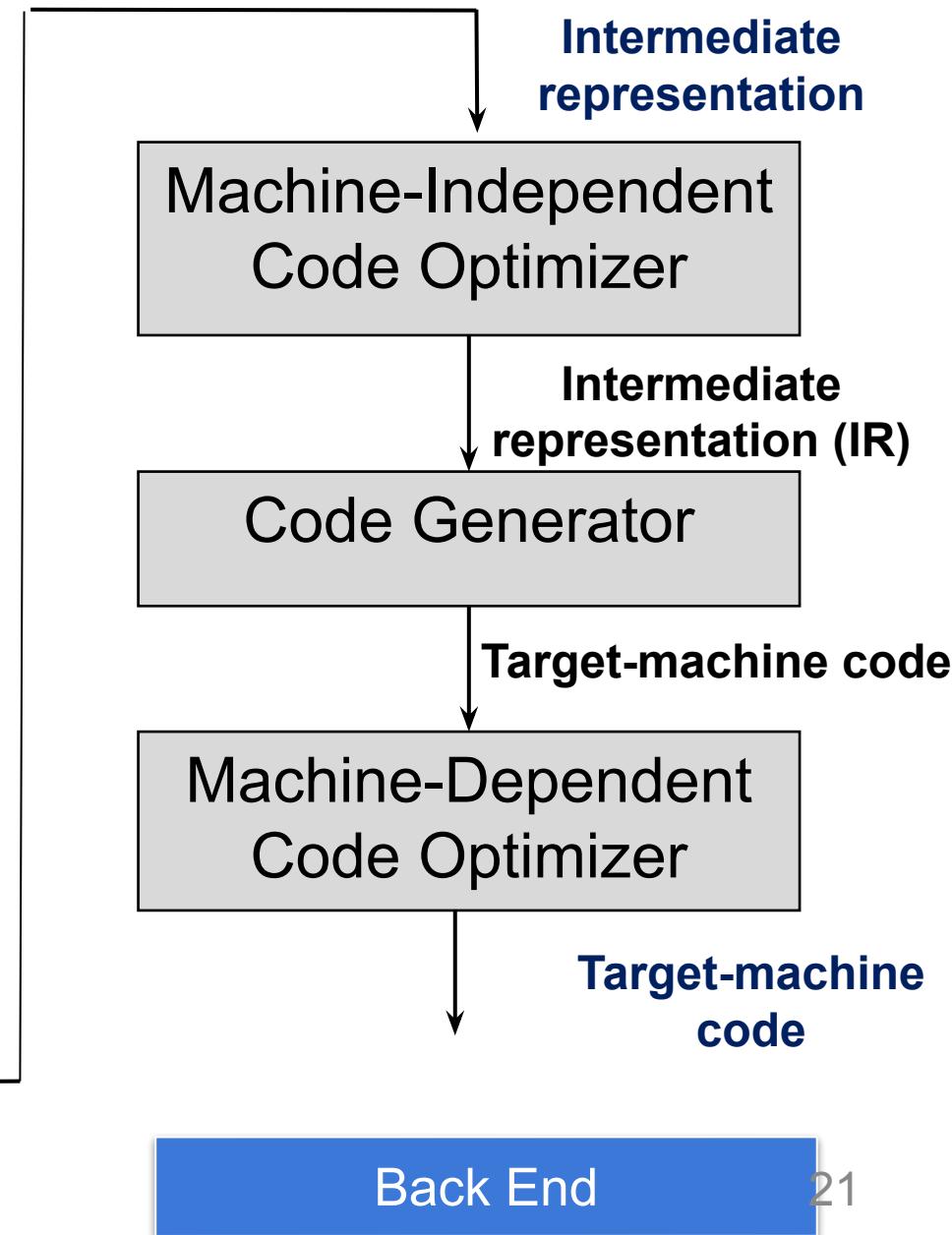
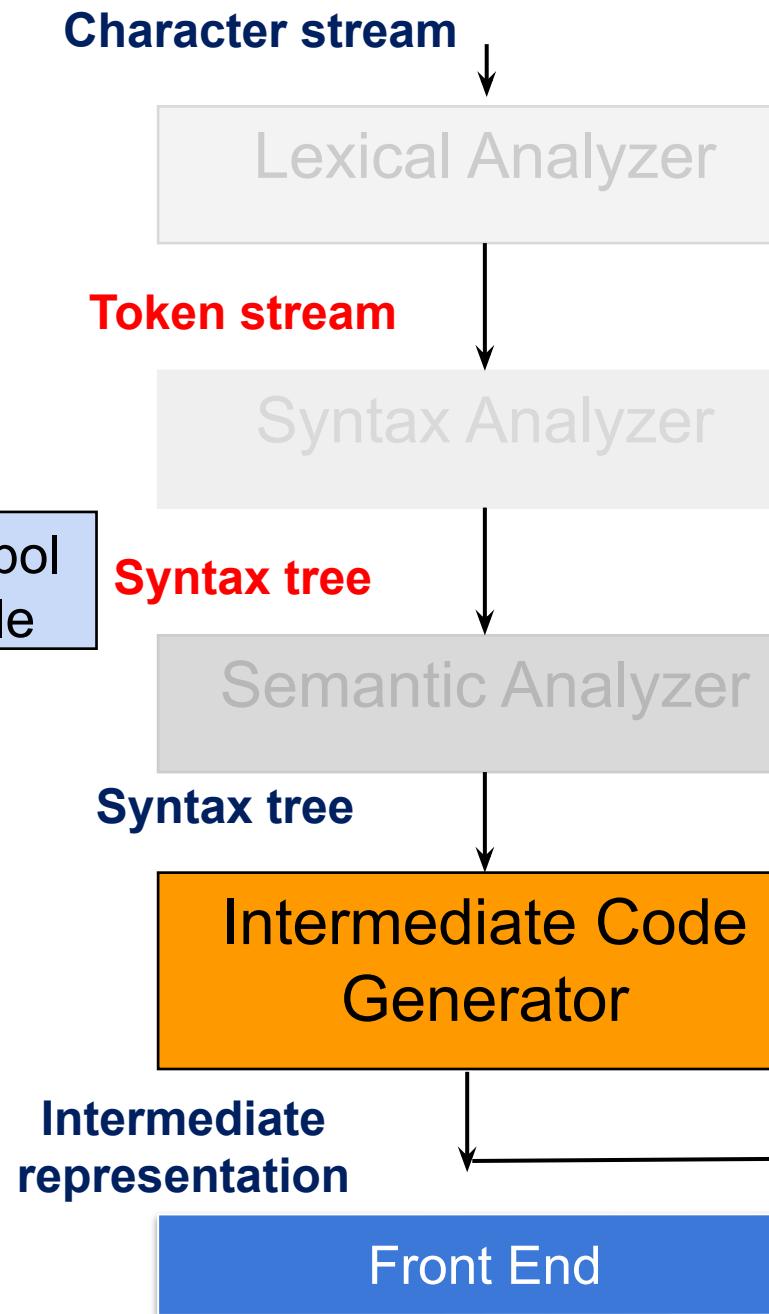
$\{\text{addtype}(id.entry, L_{in})\}$

$L \rightarrow id \quad \{\text{addtype}(id.entry, L_{in})\}$

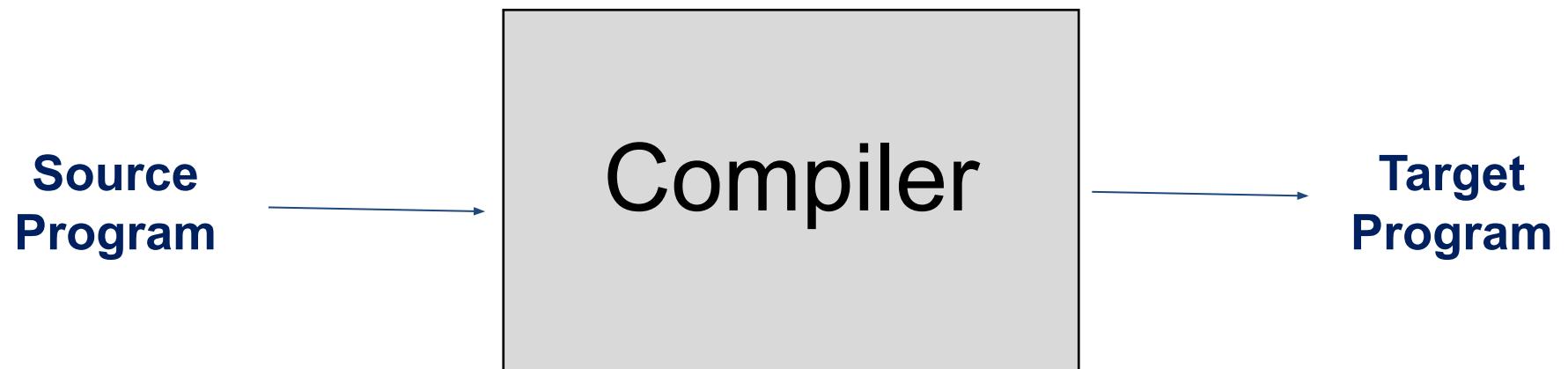
Quick Summary

- Express semantics:
 - Syntax Directed Definition (SDD)
 - Syntax Directed Translation (SDT)

Next...

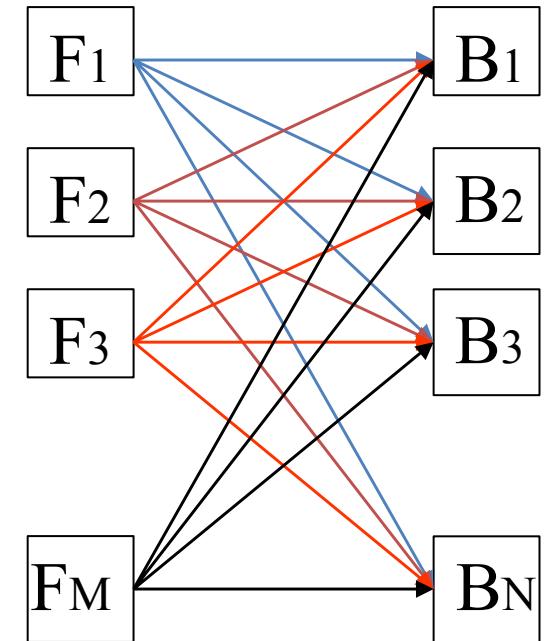


Compiler



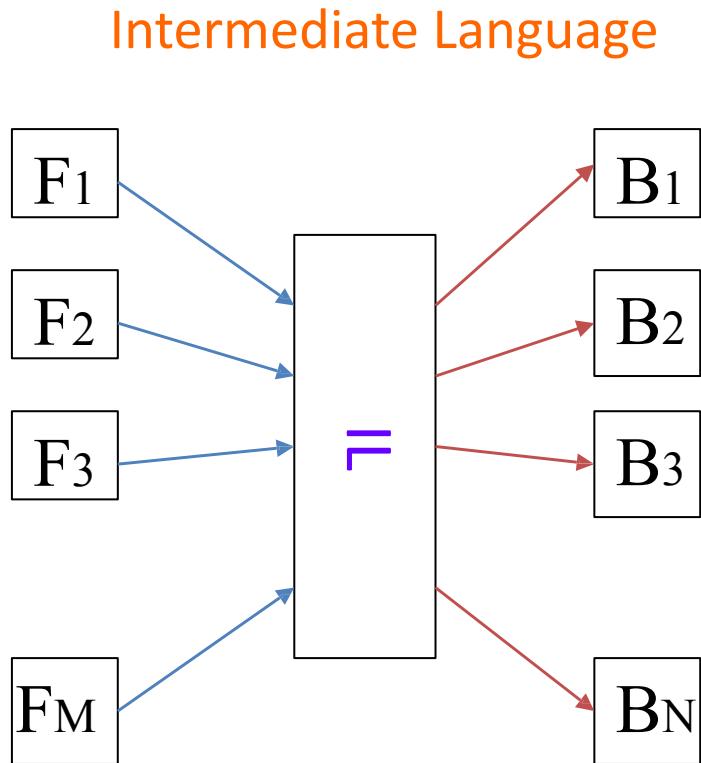
Why Intermediate Code Generation?

- $M \times N$ vs. $M+N$ problem
 - Compilers are required for all the languages and all the machines
 - For M languages and N machines: Develop $M \times N$ compilers?
 - $M \times N$ optimizers, and $M \times N$ code generators
 - Repetition of work



Requires $M \times N$ compilers

Why Intermediate Code Generation?



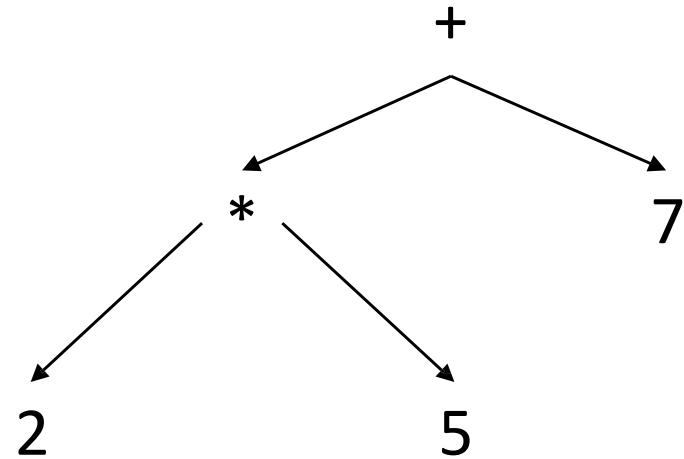
- M front ends, N back ends
- Facilitates machine independent code optimizers

Requires M front ends
And N back ends

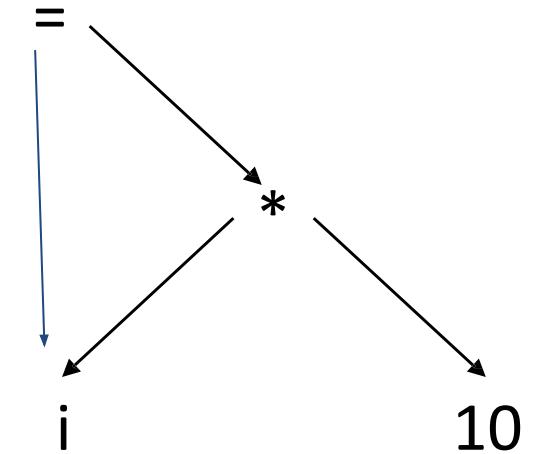
Intermediate Codes

- Maintains some high-level information
- Easy to generate
- Easy to translate to machine code
- Generated code should be based on application
- Should not contain machine dependent information
 - registers, addresses, stack..etc.

Intermediate Code Representations



Abstract Syntax Tree



DAG

Intermediate Code Representations

- Three address code (TAC)
 - Instructions are very simple
 - Maximum three addresses in an instruction
 - LHS is the target
 - RHS has at most two sources and one operator
 - address:
 - Name: programmer defined
 - Constant
 - Temporary variables

$$\begin{aligned} t &= a + 5 \\ p &= t * b \\ q &= p - c \\ p &= q \\ p &= -e \\ q &= p + q \end{aligned}$$

Intermediate Code Representations

- Static single Assignment (SSA)
 - A variable is assigned exactly once

```
p = a + b  
q = p - c  
p = q * d  
p = e - p  
q = p + q
```

Three-address code

```
p1 = a + b  
q1 = p1 - c  
p2 = q1 * d  
p3 = e - p2  
q2 = p3 + q1
```

Static-single Assignment

We will use 3-address code in this course

Three address code

- Assignment
 - $x = y \text{ op } z$
 - $x = \text{op } y$
 - $x = y$
- Jump
 - goto L
 - if $x \text{ relop } y$ goto L
- Indexed assignment
 - $x = y[i]$
 - $x[i] = y$
- Function
 - param x
 - call p,n
 - return y
- Pointer
 - $x = \&y$
 - $x = *y$
 - $*x = y$

Summary

- Express semantics:
 - S-attributed and L-attributed grammar
-
- Intermediate representation