

int x, y, z;

the identifiers x, y, z will have type ^{information} associated with that.

Definition \rightarrow Type Name ;

\downarrow \swarrow \nwarrow

$D \rightarrow TN;$

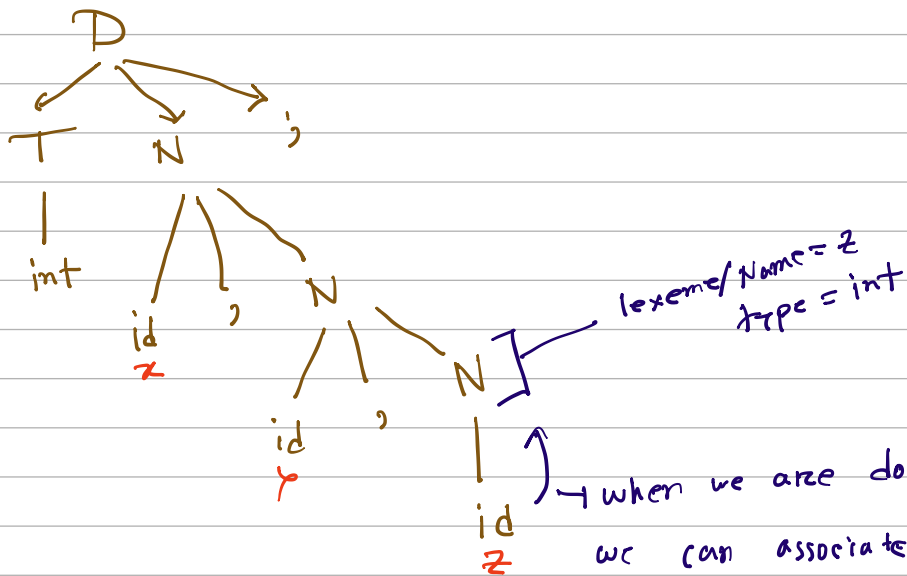
$T \rightarrow \text{int}$

$T \rightarrow \text{float}$

$N \rightarrow \text{id}, N$

$N \rightarrow \text{id}$

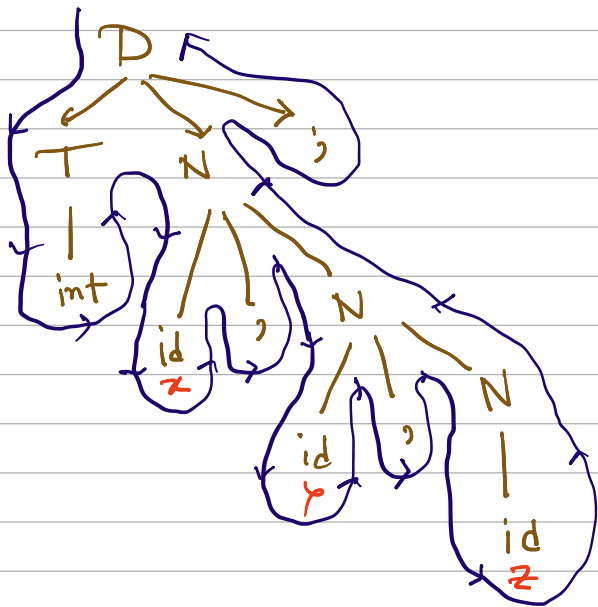
parse tree



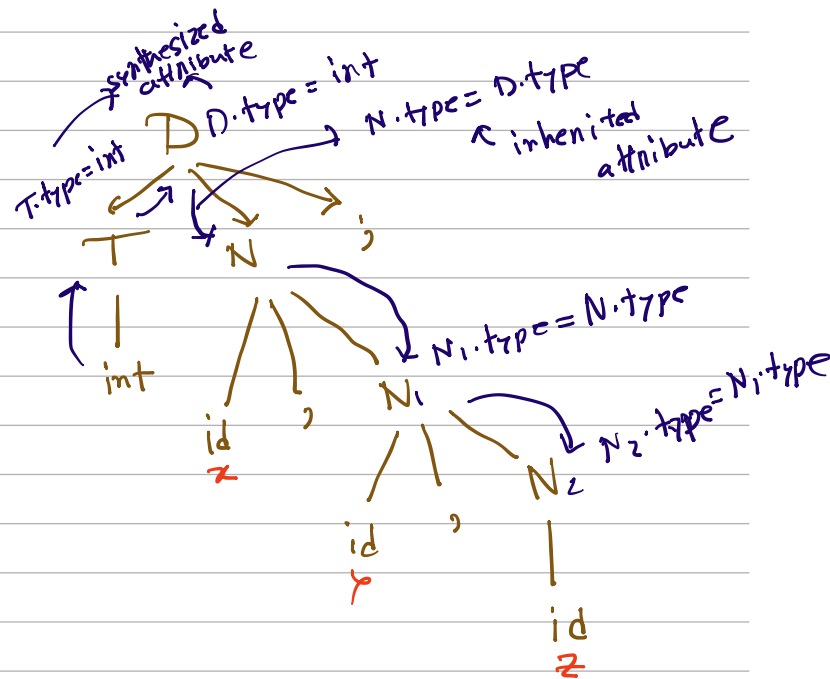
when we are doing this reduction we can associate name = z but we don't know the type.

post order = left \rightarrow right \rightarrow parent traversal

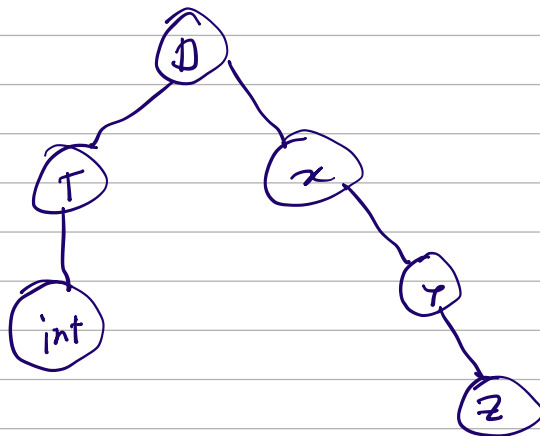
we can construct a syntax tree and do a post order traversal.



type comes before the variable names. This

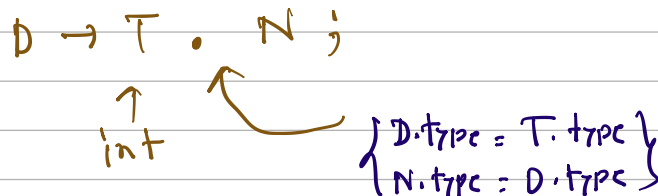


Syntax tree



the traversal will be on this tree not parse tree.

* But in the parse tree we appointed D.type after seeing T but we did not see N yet.



→ This one redundant

$$\begin{aligned} D &\rightarrow T \left\{ \begin{array}{l} D.type = T.type \\ N.type = D.type \end{array} \right\} N ; \} D \rightarrow T \{ N.type = T.type \} N ; \\ T &\rightarrow int \{ T.type = int \} \\ T &\rightarrow float \{ T.type = float \} \\ N &\rightarrow id, \{ N.type = N.type \} N_1 \\ N &\rightarrow id \end{aligned}$$

as if earlier child is passing info to later children.

LR Parsing

Pass information for attribute computation:

- ① From children to parent → synthesized
 - ② From parent to children
 - ③ From earlier children of a parent to later children
- inherited attribute

For attribute grammar when we follow all three rules

the SDD rules are called L-attribute definitions

left → going & passing info left to right.

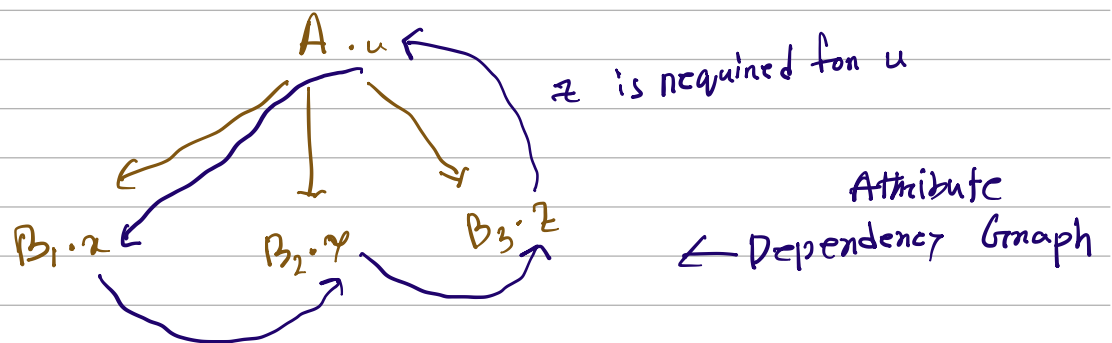
If the grammar follow only the first rule then

S-attribute definition.

When we either use S or L-attributed definition
we can avoid circular dependencies.

What is circular dependency?

$A \rightarrow B_1 B_2 B_3$



but z needs y & y needs x but x needs u.

but without z we cannot have u.

Thus we are stuck.

Automated tools cannot detect this circular dependency,

we need to draw & check if there's any.

Handling Array:

$D \rightarrow T \text{ id } ;$

$T \rightarrow B C$

$B \rightarrow \text{int}$

$B \rightarrow \text{Float}$

$C \rightarrow \epsilon$

$C \rightarrow [\text{num}] C_1 \Rightarrow C \rightarrow [E] C_1$ } For dynamic array
↑
Expression to calculate index

`int [10][20][5] array;`

