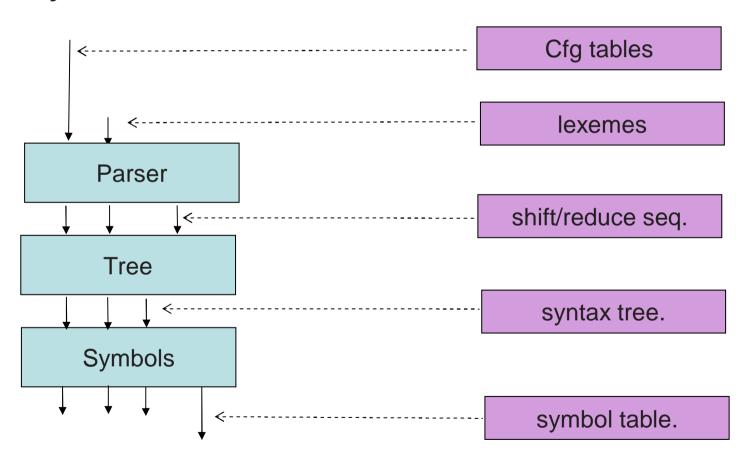
Syntax Trees

Syntax Trees



- Syntax Trees
 - Construction

- Syntax Trees
 - Construction
 - Stack shifted tokens
 - Pop stack to build reduce nodes

- Syntax Trees
 - Construction
 - Walking

- Syntax Trees
 - Construction
 - Walking
 - Inherited attributes
 - Passed by parameter to getNode

- Syntax Trees
 - Construction
 - Walking
 - Inherited attributes
 - Passed by parameter to walker methods
 - Synthesized attributes
 - Returned values from walker methods

- Syntax Trees
 - Construction
 - Walking
 - Tree Transformations

- Syntax Trees
 - Construction
 - Walking
 - Tree Transformations
 - Abstract Syntax Trees

- Syntax Trees
 - Construction
 - Walking
 - Tree Transformations
 - Abstract Syntax Trees
 - Chain shortening
 - Leaf node elimination
 - Parenthesis elimination

- Syntax Trees
 - Construction
 - Walking
 - Tree Transformations
 - Abstract Syntax Trees
 - Decorations

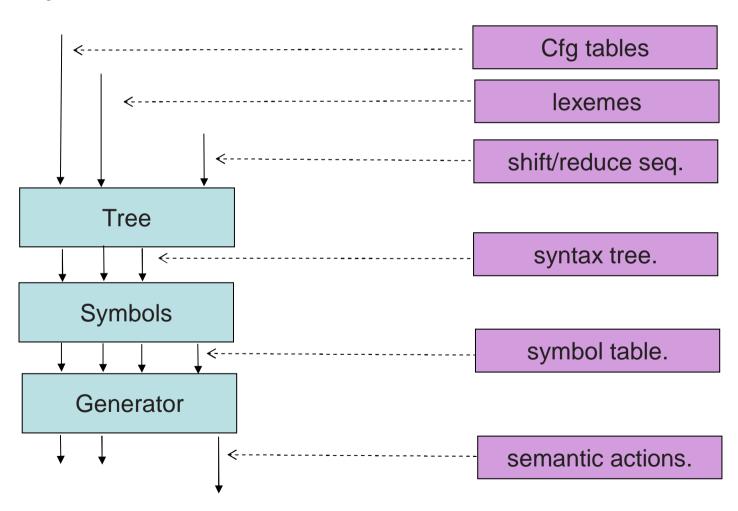
- Syntax Trees
 - Construction
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 - Attributes
 - Symbol Table Index

- Syntax Trees
 - Construction
 - Walking
 - Tree Transformations
 - Abstract Syntax Trees
 - Decorations
 - Optimization

- Syntax Trees
 - Construction
 - Walking
 - Tree Transformations
 - Abstract Syntax Trees
 - Decorations
 - Optimizations
 - Constant evaluation
 - Code motion

- Syntax Trees
- Symbol Tables

Symbol Table



- Symbol Table
 - Frames
 - Symbol frame
 - Runtime frame

- Symbol Table
 - Frames
 - Symbol frame
 - Runtime frame
 - temporary variables

- Symbol Table
 - Frames
 - Scope
 - not in xcom

- Symbol Table
 - Frames
 - Scope
 - Variable Attributes
 - Use
 - Left/Right

- Symbol Table
 - Frames
 - Scope
 - Variable Attributes
 - Use
 - Type constraints
 - All -- logical | integer | real (nothing excluded)
 - Arithmetic -- integer | real
 - None -- 0 (nothing allowed)

- Symbol Table
 - Frames
 - Scope
 - Variable Attributes
 - Look-up
 - Linear
 - Hash

- Symbol Table
 - Frames
 - Scope
 - Variable Attributes
 - Look-up
 - Inference
 - passes