

$P \rightarrow \{\text{offset}=0\} D S$  {S.next= newlabel()  
P.code= S.code || label(S.next)}  
 $P \rightarrow \{ \text{offset} = 0; \} D$   
 $D \rightarrow T \text{ id} ; \{ \text{top.put}(\text{id.lexeme}, T.\text{type}, \text{offset}); \text{offset} = \text{offset} + T.\text{width}; \} D_1$   
 $D \rightarrow \epsilon$   
 $T \rightarrow B \{ t = B.\text{type}; w = B.\text{width}; \} C \{ T.\text{type} = C.\text{type}; T.\text{width} = C.\text{width} \}$   
 $T \rightarrow \text{record } \{ \{ \text{Env.push}(\text{top}); \text{top} = \text{new Env}(); \text{Stack.push}(\text{offset}); \text{offset} = 0; \} D \} \{ T.\text{type} = \text{record}(\text{top}); T.\text{width} = \text{offset}; \text{top} = \text{Env.pop}(); \text{offset} = \text{Stack.pop}(); \}$   
 $B \rightarrow \text{int} \quad \{ B.\text{type} = \text{integer}; B.\text{width} = 4; \}$   
 $B \rightarrow \text{float} \quad \{ B.\text{type} = \text{float}; B.\text{width} = 8; \}$   
 $C \rightarrow \epsilon \quad \{ C.\text{type} = t; C.\text{width} = w; \}$   
 $C \rightarrow [\text{num}] C_1 \quad \{ C.\text{type} = \text{array}(\text{num.value}, C_1.\text{type}); C.\text{width} = \text{num.value} \times C_1.\text{width}; \}$

$S \rightarrow \text{id} = E ; \quad \{ \text{gen}(\text{top.get}(\text{id.lexeme}) \neq E.\text{addr}); \}$   
 $\quad | \quad L = E ; \quad \{ \text{s.code} = \text{L.code} || \text{gen}(L.\text{addr.base} '[' L.\text{addr} ']' \neq E.\text{addr}); \}$   
 $E \rightarrow E_1 + E_2 \quad \{ E.\text{addr} = \text{new Temp}();$   
 $\quad \quad \text{gen}(E.\text{addr} \neq E_1.\text{addr} + E_2.\text{addr}); \}$   
 $\quad | \quad \text{id} \quad \{ E.\text{addr} = \text{top.get}(\text{id.lexeme}); \}$   
 $\quad \quad \text{L.code} ||$   
 $\quad | \quad L \quad \{ E.\text{addr} = \text{new Temp}();$   
 $\quad \quad \text{gen}(E.\text{addr} \neq L.\text{array.base} '[' L.\text{addr} ']); \}$   
 $L \rightarrow \text{id} [ E ] \quad \{ L.\text{array} = \text{top.get}(\text{id.lexeme});$   
 $\quad \quad L.\text{type} = L.\text{array.type.elem};$   
 $\quad \quad L.\text{addr} = \text{new Temp}();$   
 $\quad \quad \text{gen}(L.\text{addr} \neq E.\text{addr} * L.\text{type.width}); \}$   
 $\quad | \quad L_1 [ E ] \quad \{ L.\text{array} = L_1.\text{array};$   
 $\quad \quad L.\text{type} = L_1.\text{type.elem};$   
 $\quad \quad t = \text{new Temp}();$   
 $\quad \quad L.\text{addr} = \text{new Temp}();$   
 $\quad \quad \text{gen}(t \neq E.\text{addr} * L.\text{type.width}); \}$   
 $\quad \quad \text{gen}(L.\text{addr} \neq L_1.\text{addr} + t); \}$

Figure 6.22: Semantic actions for array references

PRODUCTION	SEMANTIC RULES
$P \rightarrow S$	$S.next = newlabel()$ $P.code = S.code \parallel label(S.next)$
$S \rightarrow \text{assign}$	$S.code = \text{assign}.code$
$S \rightarrow \text{if} ( B ) S_1$	$B.true = newlabel()$ $B.false = S_1.next = S.next$ $S.code = B.code \parallel label(B.true) \parallel S_1.code$
$S \rightarrow \text{if} ( B ) S_1 \text{ else } S_2$	$B.true = newlabel()$ $B.false = newlabel()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ $\parallel label(B.true) \parallel S_1.code$ $\parallel gen('goto' S.next)$ $\parallel label(B.false) \parallel S_2.code \parallel label(S.next)$
$S \rightarrow \text{while} ( B ) S_1$	$begin = newlabel()$ $B.true = newlabel()$ $B.false = S.next$ $S_1.next = begin$ $S.code = label(begin) \parallel B.code$ $\parallel label(B.true) \parallel S_1.code$ $\parallel gen('goto' begin) \parallel label(B.false)$
$S \rightarrow S_1 S_2$	$S_1.next = newlabel()$ $S_2.next = S.next$ $S.code = S_1.code \parallel label(S_1.next) \parallel S_2.code$

Figure 6.36: Syntax-directed definition for flow-of-control statements.

PRODUCTION	SEMANTIC RULES
$B \rightarrow B_1 \parallel B_2$	$B_1.true = B.true$ $B_1.false = newlabel()$ $B_2.true = B.true$ $B_2.false = B.false$ $B.code = B_1.code \parallel label(B_1.false) \parallel B_2.code$
$B \rightarrow B_1 \&\& B_2$	$B_1.true = newlabel()$ $B_1.false = B.false$ $B_2.true = B.true$ $B_2.false = B.false$ $B.code = B_1.code \parallel label(B_1.true) \parallel B_2.code$
$B \rightarrow ! B_1$	$B_1.true = B.false$ $B_1.false = B.true$ $B.code = B_1.code$
$B \rightarrow E_1 \text{ rel } E_2$	$B.code = E_1.code \parallel E_2.code$ $\parallel gen('if' E_1.addr \text{ rel } op E_2.addr 'goto' B.true)$ $\parallel gen('goto' B.false)$
$B \rightarrow \text{true}$	$B.code = gen('goto' B.true)$
$B \rightarrow \text{false}$	$B.code = gen('goto' B.false)$

Figure 6.37: Generating three-address code for booleans

PRODUCTION	SEMANTIC RULES
$S \rightarrow \mathbf{id} = E ;$	$S.code = E.code \parallel$ $gen(top.get(\mathbf{id.lexeme}) '=' E.addr)$
$E \rightarrow E_1 + E_2$	$E.addr = \mathbf{new Temp}()$ $E.code = E_1.code \parallel E_2.code \parallel$ $gen(E.addr '=' E_1.addr '+' E_2.addr)$
$\quad   \quad - E_1$	$E.addr = \mathbf{new Temp}()$ $E.code = E_1.code \parallel$ $gen(E.addr '=' \mathbf{'minus'} E_1.addr)$
$\quad   \quad ( E_1 )$	$E.addr = E_1.addr$ $E.code = E_1.code$
$\quad   \quad \mathbf{id}$	$E.addr = top.get(\mathbf{id.lexeme})$ $E.code = ''$

Figure 6.19: Three-address code for expressions