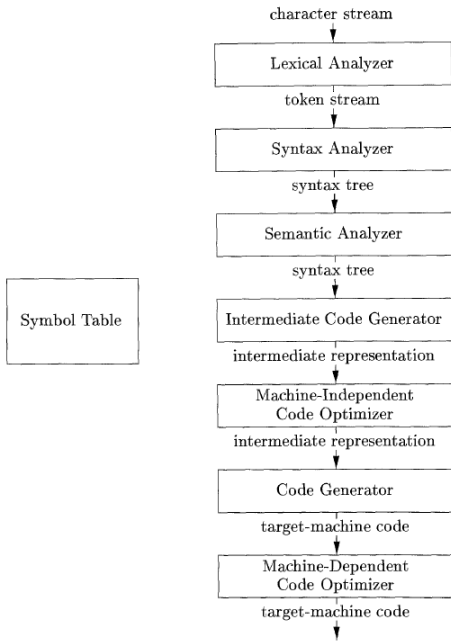
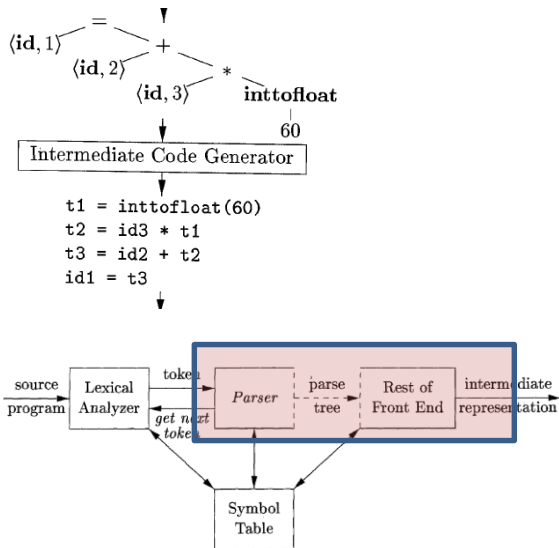


Syntax-Directed Translation

The Phases of a Compiler



Syntax-Directed Translation



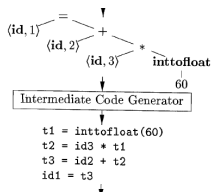
- **Semantic analysis and translation actions can be interlinked with parsing**
- Implemented as a **single module**.

Syntax-Directed Translation

- Translation of languages **guided** by **context-free grammars**.
- Attach ***attributes*** to the **grammar symbol**
- **Syntax-directed definition** specifies the **values of attributes**
 - By associating **semantic rules** with the **grammar productions**

Syntax-Directed Translation

- *Syntax-directed definition* (SDD) is a **context-free grammar** together with **attributes and rules**
 - Attributes are associated with grammar symbols
 - Rules are associated with productions.
- If X is a **grammar symbol** and a is one of its **attributes**,
 - $X.a$ denotes the value of the attribute X .
- Attributes may be
 - numbers, types, table references, or strings,
 - Strings may even be code in the intermediate language.



Attributes

Synthesized attribute:

- *Synthesized attribute* for a **nonterminal A** at a parse-tree node N is defined by
- **Semantic rule** associated with the **production at N** .
- The production must have **A as its head**.
- A synthesized attribute at node N is defined only in terms of attribute values at the **children of N and at N itself**.

PRODUCTION

$$E \rightarrow E_1 + T$$

SEMANTIC RULE

$$E.code = E_1.code \parallel T.code \parallel '+'$$

Attributes

Inherited attribute:

- Inherited attribute for a **nonterminal B** at a parse-tree node N is defined by
- **Semantic rule** associated with the **production at the parent of N**
- Note that the production must have **B as a symbol in its body**.
- An inherited attribute at node N is defined only in terms of **attribute values at N's parent, N itself, and N's siblings**

$$T \rightarrow F T' \quad \Bigg| \quad T'.inh = F.val$$

$$T' \rightarrow * F T'_1 \quad \Bigg| \quad T'_1.inh = T'.inh \times F.val$$

Attributes

- **Synthesized attribute** at node N to be **defined** in terms of **inherited attribute** values at node **N itself**.

$$T' \rightarrow \epsilon \quad \left| \quad T'.syn = T'.inh$$

- **Do not allow** an **inherited attribute** at node N to be defined in terms of attribute values at the **children of node N**
- **Terminals** can have **synthesized attributes**, but not inherited attributes.
- **Attributes for terminals** have **lexical values** that are supplied by the **lexical analyzer**

$$F \rightarrow \text{digit} \quad \left| \quad F.val = \text{digit.lexval}$$

Example of SDD

Each of the Non-terminals has a **single synthesized attribute**, called ***val***

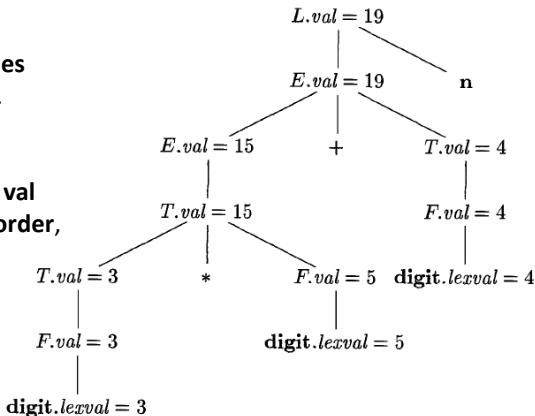
PRODUCTION	SEMANTIC RULES
1) $L \rightarrow E \text{ n}$	$L.val = E.val$
2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
3) $E \rightarrow T$	$E.val = T.val$
4) $T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
5) $T \rightarrow F$	$T.val = F.val$
6) $F \rightarrow (E)$	$F.val = E.val$
7) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$

Annotated parse tree.

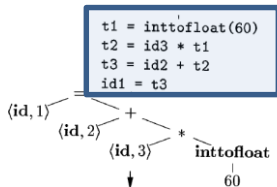
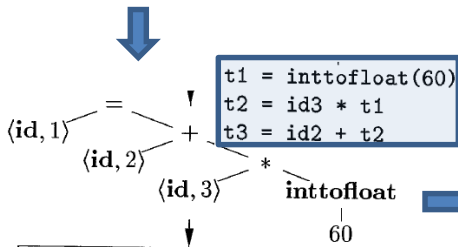
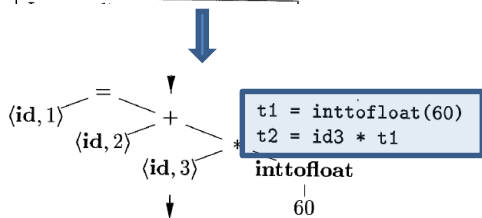
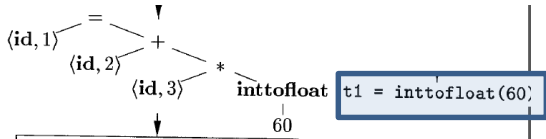
A **parse tree**, showing the **value(s)** of its **attribute(s)** is called an **annotated parse tree**.

Input string: **3 * 5 + 4 n**

- We show the resulting **values associated** with **each node**.
- Each of the nodes for the nonterminals has **attribute val** computed in a **bottom-up order**,



Annotation and Evaluation of parse tree

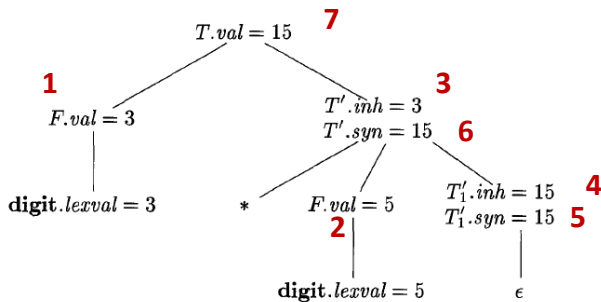


Annotated parse tree.

PRODUCTION	SEMANTIC RULES
1) $T \rightarrow F T'$	$T'.inh = F.val$ $T.val = T'.syn$
2) $T' \rightarrow * F T'_1$	$T'_1.inh = T'.inh \times F.val$ $T'.syn = T'_1.syn$
3) $T' \rightarrow \epsilon$	$T'.syn = T'.inh$
4) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$

val and **syn**: Synthesized
inh: Inherited

**Annotated parse tree
for 3 * 5**



Evaluation Orders of SDD

- "**Dependency graphs**" are a useful tool for determining an **evaluation order** for the **attribute** instances in a given parse tree.
 - Depicts the **flow of information** among the attribute instances in a particular parse tree
 - **Directed edges**
- For a **node A** in parse tree -> **node A in dependency graph**

A has a **synthesized** attribute **b**

Production

$A \rightarrow \dots X \dots$

Semantic Rule

$A.b = f(\dots, X.c, \dots)$

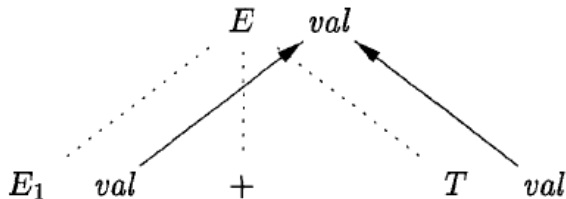
- **Edge** from $X.c$ to $A.b$
 - Edge from **child attribute** to **parent attribute**

PRODUCTION

$E \rightarrow E_1 + T$

SEMANTIC RULE

$E.val = E_1.val + T.val$



Evaluation Orders of SDD

- "Dependency graphs" are a useful tool for determining an **evaluation order** for the attribute instances in a given parse tree.
 - Depicts the flow of information among the attribute instances in a particular parse tree
 - Directed edges
- For a **node A in parse tree** -> **node A in dependency graph**

B has an inherited attribute **c**

Production

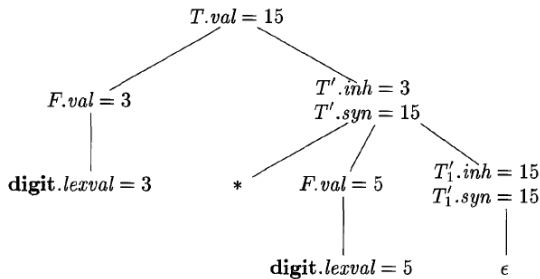
$A \rightarrow \dots B \dots X \dots$

Semantic Rule

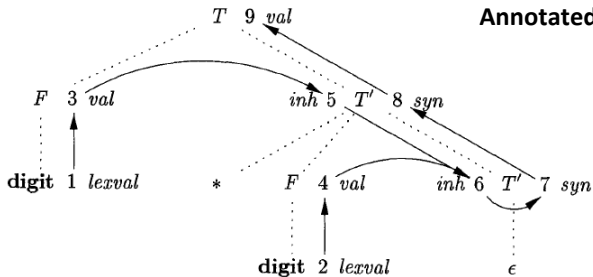
$B.c = f(\dots, X.a, \dots)$

- **Edge from X.a to B.c**
 - Edge **from attribute a of X** (parent or sibling of B) **to attribute c of B** (body of the production)

PRODUCTION	SEMANTIC RULES
1) $T \rightarrow F T'$	$T'.inh = F.val$ $T.val = T'.syn$
2) $T' \rightarrow * F T'_1$	$T'_1.inh = T'.inh \times F.val$ $T'.syn = T'_1.syn$
3) $T' \rightarrow \epsilon$	$T'.syn = T'.inh$
4) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$



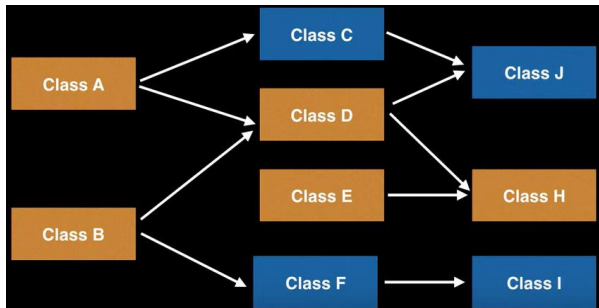
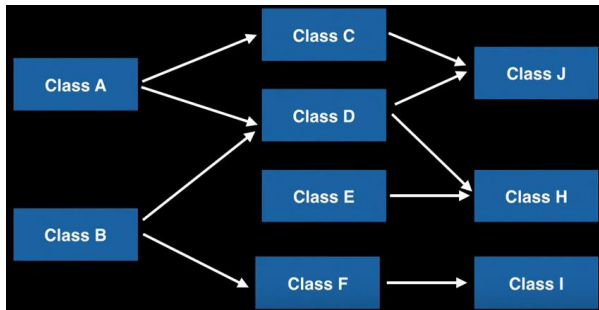
Annotated parse tree for $3 * 5$



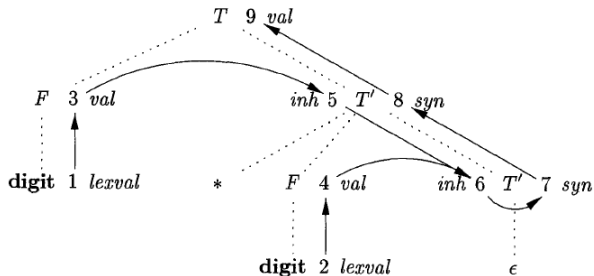
Ordering the Evaluation of Attributes

- The **dependency graph** characterizes the possible **evaluation orders**
 - In which we can **evaluate the attributes** at the various nodes of a parse tree.
- If the dependency graph has an **edge from node M to node N**,
 - Attribute corresponding to **M must be evaluated before** the attribute of N.
- If there is an edge of the dependency graph from **N_i to N_j , such that $i < j$**
- the only allowable orders of evaluation are those sequences of nodes **N_1, N_2, \dots, N_k**
- Embeds a directed graph into a linear order, and is called a **topological sort** of the graph

Topological Sort



Topological Sort- Ordering the Evaluation



- One **topological sort** is the order in which the nodes have already been numbered: 1,2,... ,9.
- There are other topological sorts as well, such as 1,3,5,2,4,6,7,8,9.

Ordering the Evaluation – Cycles

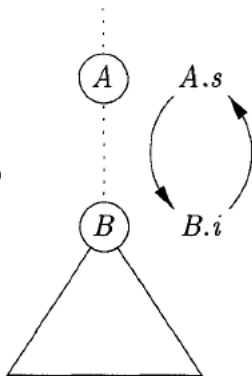
PRODUCTION

$$A \rightarrow B$$

SEMANTIC RULES

$$\begin{aligned} A.s &= B.i; \\ B.i &= A.s + 1 \end{aligned}$$

These rules are circular; it is impossible to evaluate either $A.s$ or $B.i$



Classes of SDD

(a) S-Attributed Definitions

(b) L-Attributed Definitions

Guarantee an evaluation order

S-Attributed SDD

An SDD is *S-attributed* if **every attribute is synthesized**.

PRODUCTION	SEMANTIC RULES
1) $L \rightarrow E \mathbf{n}$	$L.val = E.val$
2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
3) $E \rightarrow T$	$E.val = T.val$
4) $T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
5) $T \rightarrow F$	$T.val = F.val$
6) $F \rightarrow (E)$	$F.val = E.val$
7) $F \rightarrow \mathbf{digit}$	$F.val = \mathbf{digit.lexval}$

S-Attributed SDD

An SDD is *S-attributed* if **every attribute is synthesized**.

When an SDD is S-attributed, we can evaluate its attributes in any bottom-up order of the nodes of the parse tree. It is often especially simple to evaluate the attributes by performing a postorder traversal of the parse tree and evaluating the attributes at a node N when the traversal leaves N for the last time.



```
postorder( $N$ ) {  
    for ( each child  $C$  of  $N$ , from the left )  $postorder(C)$ ;  
    evaluate the attributes associated with node  $N$ ;  
}
```

L-Attributed SDD

- The idea behind L-attributed SDD class is that,
 - **Between the attributes** associated with a **production body**, **dependency-graph edges can go from left to right**,
 - But not from right to left (hence "L-attributed")

1. Synthesized, or
2. Inherited, but with the rules limited as follows. Suppose that there is a production $A \rightarrow X_1 X_2 \cdots X_n$, and that there is an inherited attribute $X_i.a$ computed by a rule associated with this production. Then the rule may use only:
 - (a) Inherited attributes associated with the head A .
 - (b) Either inherited or synthesized attributes associated with the occurrences of symbols X_1, X_2, \dots, X_{i-1} located to the left of X_i .
 - (c) Inherited or synthesized attributes associated with this occurrence of X_i itself, but only in such a way that there are no cycles in a dependency graph formed by the attributes of this X_i .

L-Attributed SDD

PRODUCTION	SEMANTIC RULES
1) $T \rightarrow F T'$	$T'.inh = F.val$  $T.val = T'.syn$
2) $T' \rightarrow * F T'_1$	$T'_1.inh = T'.inh \times F.val$  $T'.syn = T'_1.syn$
3) $T' \rightarrow \epsilon$	$T'.syn = T'.inh$
4) $F \rightarrow \text{digit}$	$F.val = \text{digit}.lexval$

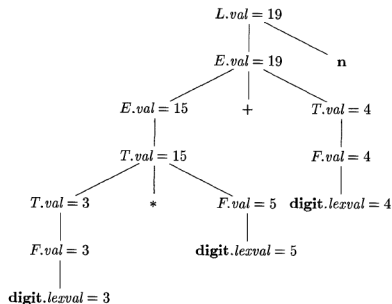
PRODUCTION	SEMANTIC RULES
$A \rightarrow B C$	$A.s = B.b;$ $B.i = f(C.c, A.s)$

Side Effects

- Print a result,
- Enter the type of an identifier into a symbol table.





PRODUCTION	SEMANTIC RULES
1) $L \rightarrow E \text{ n}$	$L.val = E.val$
2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$
3) $E \rightarrow T$	$E.val = T.val$
4) $T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$
5) $T \rightarrow F$	$T.val = F.val$
6) $F \rightarrow (E)$	$F.val = E.val$
7) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$

1) PRODUCTION SEMANTIC RULE
 $L \rightarrow E \text{ n}$ $\text{print}(E.val)$



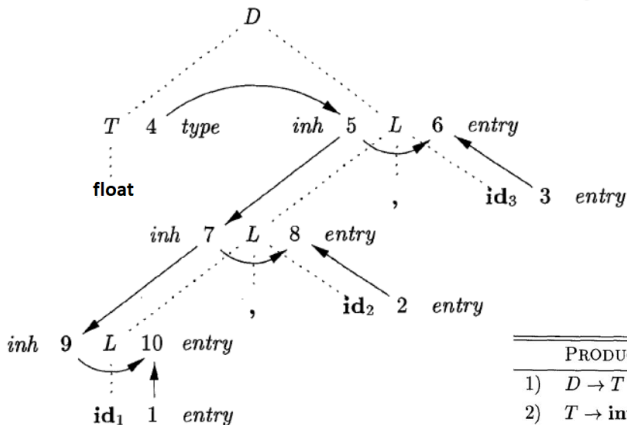
Side Effects – examples

- The SDD takes a **simple declaration** D consisting of a **basic type** T followed by a **list L of identifiers**.
- T can be **int or float**.
- For each identifier on the list, the **type is entered into the symbol-table** entry for the identifier.

PRODUCTION	SEMANTIC RULES
1) $D \rightarrow T L$	$L.inh = T.type$  The type is passed to the attribute $L.inh$
2) $T \rightarrow \text{int}$	$T.type = \text{integer}$
3) $T \rightarrow \text{float}$	$T.type = \text{float}$  Evaluate the synthesized attribute $T.type$, giving it the appropriate value, integer or float.
4) $L \rightarrow L_1, \text{id}$	$L_1.inh = L.inh$  Passes $L.inh$ down the parse tree
5) $L \rightarrow \text{id}$	$addType(\text{id.entry}, L.inh)$  Function $addType()$ properly installs the type $L.inh$ as the type of the identifier.

Side Effects

float id_1 , id_2 , id_3



PRODUCTION	SEMANTIC RULES
1) $D \rightarrow T L$	$L.inh = T.type$
2) $T \rightarrow \text{int}$	$T.type = \text{integer}$
3) $T \rightarrow \text{float}$	$T.type = \text{float}$
4) $L \rightarrow L_1 , \text{id}$	$L_1.inh = L.inh$ $addType(id.entry, L.inh)$
5) $L \rightarrow \text{id}$	$addType(id.entry, L.inh)$

Application of SDD – Syntax tree construction

- **Each node** in a syntax tree represents a **construct**; the children of the node represent the meaningful components of the construct.
- A syntax-tree node representing an expression $E1 + E2$ has label $+$ and two children representing the subexpressions $E1$ and $E2$

We shall implement the nodes of a syntax tree by objects with a suitable number of fields. Each object will have an *op* field that is the label of the node. The objects will have additional fields as follows:

- If the node is a leaf, an additional field holds the lexical value for the leaf. A constructor function *Leaf*(*op*, *val*) creates a leaf object.
- If the node is an interior node, there are as many additional fields as the node has children in the syntax tree. A constructor function *Node* takes two or more arguments: *Node*(*op*, c_1, c_2, \dots, c_k) creates an object with first field *op* and k additional fields for the k children c_1, \dots, c_k .

Application of SDD – Syntax tree construction

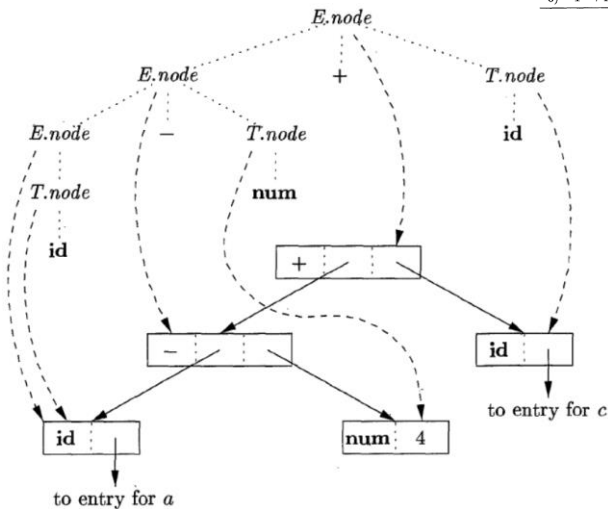
- Each node in a syntax tree represents a construct; the children of the node represent the meaningful components of the construct.
- A syntax-tree node representing an expression $E_1 + E_2$ has label + and two children representing the subexpressions E_1 and E_2

PRODUCTION	SEMANTIC RULES
1) $E \rightarrow E_1 + T$	$E.node = \text{new Node}('+', E_1.node, T.node)$
2) $E \rightarrow E_1 - T$	$E.node = \text{new Node}('-', E_1.node, T.node)$
3) $E \rightarrow T$	$E.node = T.node$
4) $T \rightarrow (E)$	$T.node = E.node$
5) $T \rightarrow \text{id}$	$T.node = \text{new Leaf}(\text{id}, \text{id.entry})$
6) $T \rightarrow \text{num}$	$T.node = \text{new Leaf}(\text{num}, \text{num.val})$

Application of SDD – Syntax tree construction

Syntax tree for $a - 4 + c$

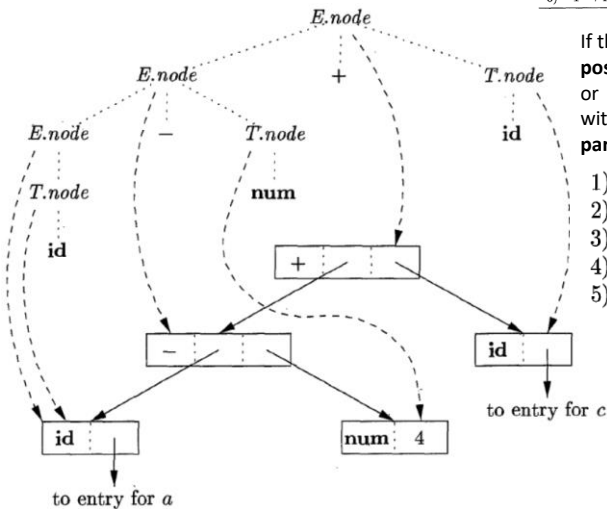
PRODUCTION	SEMANTIC RULES
1) $E \rightarrow E_1 + T$	$E.node = \text{new Node}('+', E_1.node, T.node)$
2) $E \rightarrow E_1 - T$	$E.node = \text{new Node}('-', E_1.node, T.node)$
3) $E \rightarrow T$	$E.node = T.node$
4) $T \rightarrow (E)$	$T.node = E.node$
5) $T \rightarrow \text{id}$	$T.node = \text{new Leaf}(\text{id}, \text{id.entry})$
6) $T \rightarrow \text{num}$	$T.node = \text{new Leaf}(\text{num}, \text{num.val})$



Application of SDD – Syntax tree construction

Syntax tree for $a - 4 + c$

PRODUCTION	SEMANTIC RULES
1) $E \rightarrow E_1 + T$	$E.node = \text{new Node}('+', E_1.node, T.node)$
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5) $T \rightarrow \text{id}$	$T.node = \text{new Leaf}(\text{id}, \text{id.entry})$
6) $T \rightarrow \text{num}$	$T.node = \text{new Leaf}(\text{num}, \text{num.val})$



If the rules are **evaluated** during a **postorder traversal** of the parse tree, or with reductions during a **bottom-up parse**, then the sequence of steps

- 1) $p_1 = \text{new Leaf}(\text{id}, \text{entry-}a);$
- 2) $p_2 = \text{new Leaf}(\text{num}, 4);$
- 3) $p_3 = \text{new Node}('-', p_1, p_2);$
- 4) $p_4 = \text{new Leaf}(\text{id}, \text{entry-}c);$
- 5) $p_5 = \text{new Node}('+', p_3, p_4);$

Syntax-Directed Translation Schemes

- **Syntax-directed translation schemes** are a **complementary** notation to syntax directed definitions.
- All of the applications of syntax-directed definitions can be implemented using syntax-directed translation schemes.
- Syntax-directed translation scheme (SDT) is a **context free grammar** with **program fragments embedded** within **production bodies**.
- The program fragments are called **semantic actions** and can appear at any position within a production body.
- During parsing, an **action** in a production body **is executed** as soon as all the **grammar symbols to the left of the action have been matched with input**.

Syntax-Directed Translation Schemes

L	\rightarrow	$E \mathbf{n}$	$\{ \text{print}(E.val); \}$
E	\rightarrow	$E_1 + T$	$\{ E.val = E_1.val + T.val; \}$
E	\rightarrow	T	$\{ E.val = T.val; \}$
T	\rightarrow	$T_1 * F$	$\{ T.val = T_1.val \times F.val; \}$
T	\rightarrow	F	$\{ T.val = F.val; \}$
F	\rightarrow	(E)	$\{ F.val = E.val; \}$
F	\rightarrow	digit	$\{ F.val = \mathbf{digit}.lexval; \}$

- The simplest SDD implementation occurs when we can parse the grammar bottom-up and the SDD is S-attributed.
- In that case, we can construct an SDT in which each action is placed at the end of the production
 - Executed along with the reduction of the body to the head of that production.
- SDT's with all actions at the right ends of the production bodies are called postfix SDT's.
- Since the underlying grammar is LR, and the SDD is S-attributed,
 - The actions can be correctly performed along with the reduction steps of the parser.