编译原理 - 作业(4): 语义分析

截至时间: 2022.5.19/周四上课前(14:20)

提交方式:超算习堂(https://easyhpc.net/course/144)

Q1: (P309, Exercise 5.1.1) For the SDD below, give annotated parse trees for the following expressions:

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

- (1) (3+4)*(5+6) n
- (2) (9+8*(7+6)+5)*4 n

Q2: (p323, Exercises 5.3.1) Below is a grammar for expressions involving operator + and integer of floating-point operands. Floating-point numbers are distinguished by having a decimal point:

$$E \longrightarrow E + T \mid T$$

 $L \rightarrow \text{num} \cdot \text{num} \mid \text{num}$

Give an SDD to determine the type of each term T and expression E.

Q3: (p317, Exercises 5.2.4) This grammar generates binary numbers with a "decimal" point:

$$S \to L \cdot L \mid L$$

$$L \to L B \mid B$$

- $B \rightarrow 0 \mid 1$
- (1) Design an L-attributed SDD to compute S.val, the decimal number value of an input string. For example, the translation of string 101.101 should be the decimal number 5.625. Hint: use an inherited attribute *L.side* that tells which side of the decimal point a bit is on.
- (2) Draw the annotated parse tree of 101.101.

Q4: For the code snippet below:

```
1: int x = 0;

2: float y = 0.0;

3: while (x < 10) {

4: int y, z;

5: y = x;

6: z = 0;

7: while (y < 10) {

8: z = z + y;

9: y = y + 1;

10: }

11: }

12: y = x * 1.0;
```

Regarding the semantic analysis of variable type, we consider the following simplified grammar and syntax-directed translation (SDT):

```
    D → T { L.type = T.type } L
    T → int { T.type = int }
    T → float { T.type = float }
    L → { L<sub>1</sub>.type = L.type }
    id { addtype(id.entry, L.type)
    L → id { addtype(id.entry, L.type)
```

- (1) In the above SDT, both T and L have attribute 'type'. The type attribute is synthesized or inherited? Please explain.
- (2) For Line 4 of the code snippet: int y, z; Construct the annotated parse tree based on the above SDT.
- (3) For Lines 3, 7 and 11 of the code snippet, list the valid variables (name and type) in symbol table.