# Script generated by TTT

Title: Petter: Compiler Construction (18.06.2020)

- 40: L-Attributed Grammars

Date: Thu Jun 18 13:28:08 CEST 2020

Duration: 10:11 min

Pages: 9

#### **Demand-Driven Evaluation**

#### Observations

- each node must contain a pointer to its parent
- only required attributes are evaluated
- the evaluation sequence depends in general on the actual syntax tree
- the algorithm must track which attributes it has already evaluated
- the algorithm may visit nodes more often than necessary
- $\rightarrow$  the algorithm is not local

#### in principle:

- evaluation strategy is dynamic: difficult to debug
- usually all attributes in all nodes are required
- → computation of all attributes is often cheaper
- → perform evaluation in passes

### **Demand-Driven Evaluation**

#### Observations

- each node must contain a pointer to its parent
- only required attributes are evaluated
- the evaluation sequence depends in general on the actual syntax tree
- the algorithm must track which attributes it has already evaluated
- the algorithm may visit nodes more often than necessary
- → the algorithm is not local

26/69

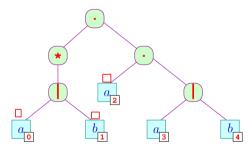
27/69

# Implementing State

26/69

Problem: In many cases some sort of state is required.

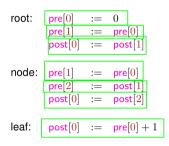
Example: numbering the leafs of a syntax tree



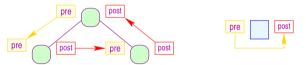
# **Example: Implementing Numbering of Leafs**

#### Idea:

- use helper attributes pre and post
- in pre we pass the value for the first leaf down (inherited attribute)
- in post we pass the value of the last leaf up (synthesized attribute)

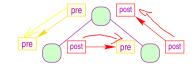


## L-Attributation



- the attribute system is apparently strongly acyclic
- each node computes
- the inherited attributes before descending into a child node (corresponding to a pre-order traversal)
- the synthesized attributes after returning from a child node (corresponding to post-order traversal)

## L-Attributation

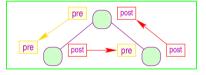




• the attribute system is apparently strongly acyclic

29/69

## L-Attributation





- the attribute system is apparently strongly acyclic
- each node computes
- the inherited attributes before descending into a child node (corresponding to a pre-order traversal)
- the synthesized attributes after returning from a child node (corresponding to post-order traversal)

# **Definition** L-Attributed Grammars

An attribute system is L-attributed, if for all productions  $S \to S_1 \dots S_n$  every inherited attribute of  $S_j$  where  $1 \le j \le n$  only depends on

- the attributes of  $S_1, S_2, \ldots S_{j-1}$  and

29/6

28/69

29/69

## L-Attributation

#### Background:

- the attributes of an L-attributed grammar can be evaluated during parsing
- important if no syntax tree is required or if error messages should be emitted while parsing
- example: pocket calculator

## L-Attributation

#### Background:

- the attributes of an *L*-attributed grammar can be evaluated during parsing
- important if no syntax tree is required or if error messages should be emitted while parsing
- example: pocket calculator

L-attributed grammars have a fixed evaluation strategy:

a single *depth-first* traversal

- in general: partition all attributes into  $\mathcal{A} = A_1 \cup \ldots \cup A_n$  such that for all attributes in  $A_i$  the attribute system is L-attributed
- ullet perform a depth-first traversal for each attribute set  $A_i$
- $\sim$  craft attribute system in a way that they can be partitioned into few L-attributed sets

30/69