

3 = 17 + 9 Annotating a parse tree

Simple calculator: attribute "val" of the (sub)expression

Syntax directed rules:

define attributes of one node based on attr's of other nodes in the parse tree.

$E \rightarrow E + T$	$E.val = E.val + T.val$
$E \rightarrow T$	$E.val = T.val$
$T \rightarrow T * F$	$T.val = T.val * F.val$
$T \rightarrow F$	$T.val = F.val$
$F \rightarrow c$	$F.val = c.val$
$F \rightarrow (E)$	$F.val = E.val$

Lower (tokens) have val attr's (provided by the lexical analyzer).

Syntax directed definition

Synthesized attribute: depends only on synthesized attributes of children (or a leaf attr).

These are the attr's that can be computed by traversing the tree bottom-up.

Inherited attribute: an attr that is not synthesized

lexer Source file

<name>.y (eg gram.y, parse.y)

contains a syntax-directed translation scheme

annotate the grammar with actions (C code), which compute attributes and do other things (side-effects)

Typical Rule:

```

exp :
  exp '+' term { $$.val = $1.val + $3.val; }
  | term { $$.val = $1.val; }
  ;
  
```

happens by default

$\{ \}$ - empty action (nothing done)

```

term :
  term '*' factor { $$.val = $1.val * $3.val; }
  | factor { /* default action */ }
  ;
  
```

```

factor :
  CONST
  | '(' exp ')' { $$.val = $2.val; }
  ;
  
```

Preamble

```

%{
#include ...
#include ...
%}

// declare named tokens
%token CONST

%%
(rules)

%%
Utilities
main()
{
  :
  yyparse();
  :
}

int yytext()
{
  // if standalone (if lex is used to produce yytext), then don't need this

  // Returns token type
  // (integer code)
  // sets global variable yyval
  // to the attribute (int by default)

  int c;
  while ((c = getch()) != '\n')
    if (c == 'x');
  if (!isdigit(c)) // <error>
    return 0; // no variables
  // c is a decimal digit
  
```

```
// c is a digit
ungetc(c);
scanf("%d", &yylval);
return CONST;
```

```
}
```

return type
of `yylex()`

~~%token CONST~~
~~%token VAR~~

enum type
CONST ← 256
VAR ← 257

0-255 are reserved for
literal one-character tokens

'...'

combining bison with flex:

in flex file:

```
[0-9]+ {
    yyval = atoi(yytext);
    return CONST;
}
```