

program  $\rightarrow$  block

block  $\rightarrow \{ \text{stmts} \}$

stmts  $\rightarrow$  stmts stmt<sub>1</sub> {stmt.m = new SepNode(stmts.m, stmt<sub>1</sub>.m)}

stmts  $\rightarrow$   $\epsilon$

stmt  $\rightarrow$  block

stmt  $\rightarrow$  if (expr) stmt<sub>1</sub> {stmt.h = new IfNode(expr.m, stmt<sub>1</sub>.m)}

stmt  $\rightarrow$  while (expr) stmt

stmt  $\rightarrow$  expr;

expr  $\rightarrow$  id = expr;

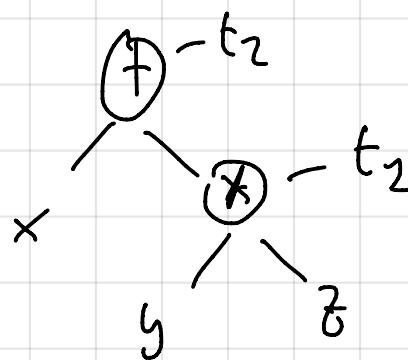
expr  $\rightarrow$  relexp

expr  $\rightarrow$  orterm

- - -

Synthesized attribute m (node)

$$x + y * z$$



$$t_2 = y * z$$

$$t_2 = x + t_2$$

param  $x_1$

param  $x_2$

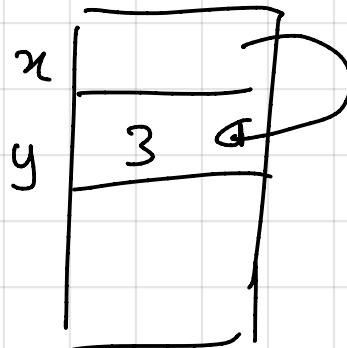
:

param  $x_m$

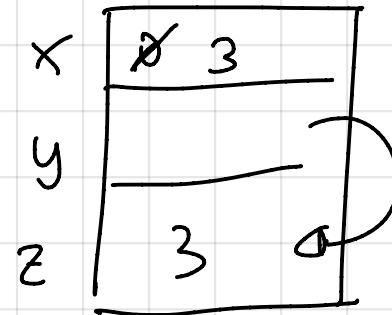
call p m

$y = \text{call } p m$

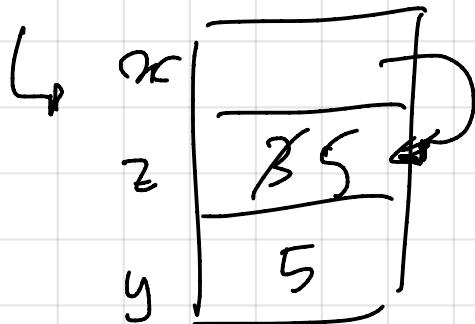
$$x = & y$$



$$x = * y$$



$$* x = y$$



do

$i = i + 1;$

while ( $a[i] < v$ );

;

L:  $t_1 = i + 1$

$i = t_1$

$t_2 = i * 8$

$\rightarrow \text{sizeof}(\text{long})$

$t_3 = a[t_2]$

if  $t_3 < v$  goto L

;

assume  $a$ : array( $\text{long}$ )

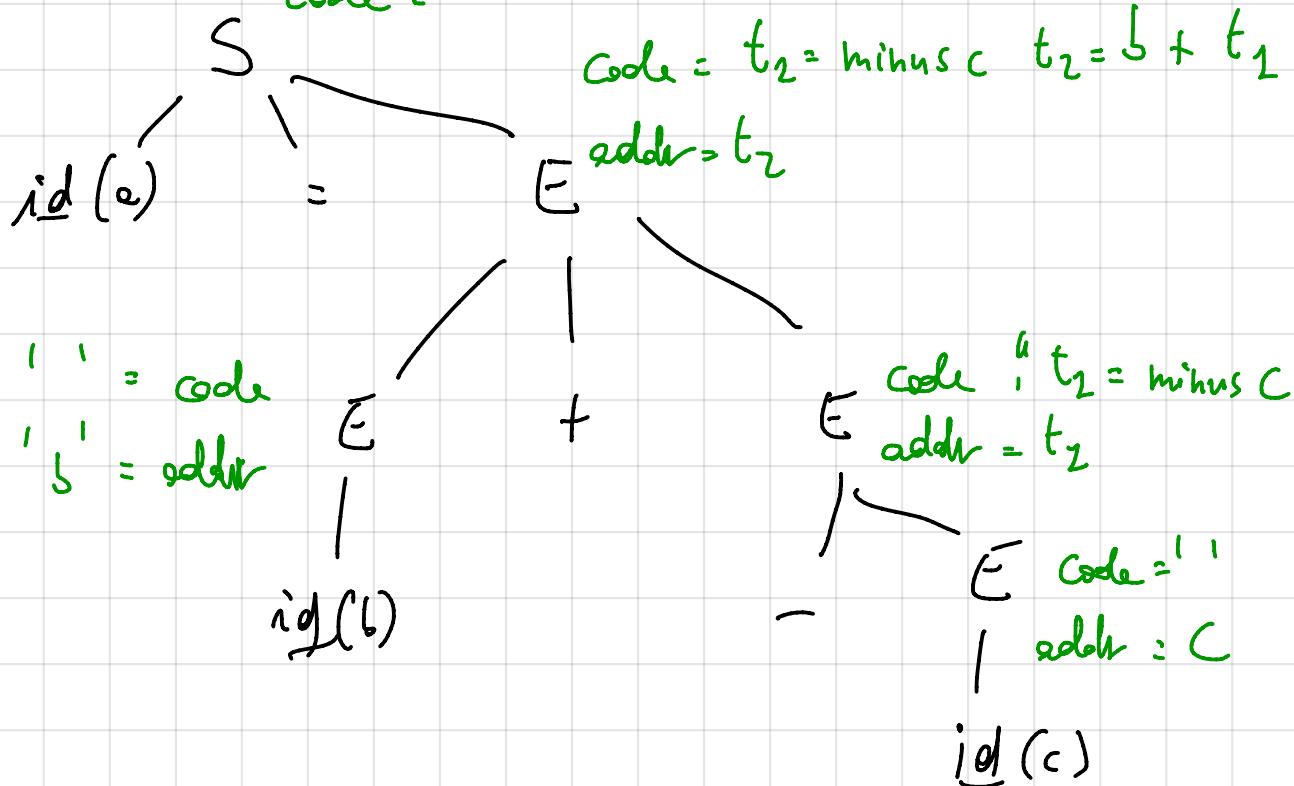
$\text{long}$  is 8 bytes wide

## environments

size of (int) = 4 bytes

	<u>id</u>	<u>type</u>	<u>offset</u>
Top $\rightarrow$	x	int	0
	y	int	4

$$a = b + -c \quad t_2 = \text{minus } c \quad t_2 = b + t_2 \quad a = t_2$$



$$t_2 = \text{minus } c$$

$$t_2 = b + t_2$$

$$a = t_2$$