CSE 401 – Compilers

Static Semantics for MiniJava
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Agenda

- MiniJava AST and type checking
- Project overview for semantics phase

Symbol Tables (Recap)

- Build in semantic pass
- Maps names to information
- One per scope, linked to enclosing scope
- Multiple name spaces (classes, methods, variables)
  - So separate map in each symbol table for each namespace

Information About Names

- Different kinds of declarations store different information about their names
  - must store enough information to be able to check later references to the name
- A variable declaration:
  - its type
  - whether it's final, etc.
  - whether it's public, etc.
  - (maybe) whether it's a local variable, an instance variable, a global variable, or …

Information About Names

- A method declaration:
  - its argument and result types
  - whether it's static, etc.
  - whether it's public, etc.
- A class declaration:
  - its class variable declarations
  - its method and constructor declarations
  - its superclass

Generic Type Checking Algorithm

- Recursively type check each of the nodes in the program's AST, each in the context of the symbol table for its enclosing scope
  - going down, create any nested symbol tables and context needed
  - recursively type check child subtrees
  - on the way back up, check that the children are legal in the context of their parents

Method per AST node class

- Each AST node class defines its own type check method, which fills in the specifics of this recursive algorithm
- Generally
  - declaration AST nodes add bindings to the current symbol table
  - statement AST nodes check their subtrees
  - expression AST nodes check their subtrees and return a result type

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MiniJava

- Various SymbolTable classes, organized into a hierarchy

```
SymbolTable
  GlobalSymbolTable
  NestedSymbolTable
    ClassSymbolTable
    CodeSymbolTable
```

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Symbol Table Operations

- Symbol table classes provide operations such as:

```
declareClass,
lookupClass
declareInstanceVariable,
declareLocalVariable,
lookupVariable,
declareMethod,
lookupMethod
```

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Stored Information

- **`lookupClass`** returns a **`ClassSymbolTable`**
  - includes all the information about the class's interface
- **`lookupVariable`** returns a **`VarInterface`** to store the variable's type
- A hierarchy of implementations:

```
VarInterface
  LocalVarInterface
  InstanceVarInterface
```

- **`lookupMethod`** returns a **`MethodInterface`**
  - To store the method's argument and result types

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Key AST Type Check Operations

- **`void Program.typecheck() throws TypecheckCompilerExn;`**
  - type check whole program
- **`void Stmt.typecheck(CodeSymbolTable) throws TypecheckCompilerExn;`**
  - type check a statement using a given symbol table
- **`ResolvedType Expr.typecheck(CodeSymbolTable) throws TypecheckCompilerExn;`**
  - type check an expression using a given symbol table, returning the type of the result

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Forward References

- Type checking class declarations is tricky: need to allow for forward references from the bodies of earlier classes to the declarations of later classes

```
class First {
   Second next;      // must allow this forward ref
   int f() {
   ... next.g() ...  // and this forward ref
   }
}
class Second {
   First prev;
   int g() {
     ... prev.f() ...
   }
}
```

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Supporting Forward References

- So, type check a program's class declarations in multiple passes
- First pass: remember all class declarations
```
{First  --> class{?},
 Second --> class{?}}
```
- Second pass: compute interface to each class, checking class types in headers
```
{First  --> class{next:Second},
 Second --> class{prev:First}}
```
- Third pass: check method bodies, given interfaces

Supporting Forward References

- `void ClassDecl.declareClass(GlobalSymbolTable) throws TypecheckCompilerExn;`
  - declare the class in the global symbol table
- `void ClassDecl.computeClassInterface() throws TypecheckCompilerExn;`
  - fill out the class's interface, given the declared classes
- `void ClassDecl.typecheckClass() throws TypecheckCompilerExn;`
  - type check the body of the class, given all classes' interfaces

Example Type Checking Operation

```
class VarDeclStmt {
  String name;
  Type type;

  void typecheck(CodeSymbolTable st)
      throws TypecheckCompilerExn {
    st.declareLocalVar(type.resolve(st),name);
  }
}
```

- **`resolve`** checks that a syntactic type expression is legal, and returns the corresponding resolved type
- **`declareLocalVar`** checks for duplicate variable declaration in this scope

Example Type Checking Operation

```
class AssignStmt {
   String lhs;
   Expr rhs;
   void typecheck(CodeSymbolTable st)
      throws TypecheckCompilerException {
     VarInterface lhs_iface = st.lookupVar(lhs);
     ResolvedType lhs_type = lhs_iface.getType();
     ResolvedType rhs_type = rhs.typecheck(st);
     rhs_type.checkIsAssignableTo(lhs_type);
   }
 }
```

- **`lookupVar`** checks that the name is declared as a var
- **`checkIsAssignableTo`** verifies that an expression yielding the rhs type can be assigned to a variable declared to be of lhs type

Example Type Checking Operation

```
class IfStmt {
   Expr test;
   Stmt then_stmt;
   Stmt else_stmt;
   void typecheck(CodeSymbolTable st)
        throws TypecheckCompilerException {
     ResolvedType test_type = test.typecheck(st);
     test_type.checkIsBoolean();
     then_stmt.typecheck(st);
     else_stmt.typecheck(st);
   }
}
```


Example Type Checking Operation

```
class BlockStmt {
   List<Stmt> stmts;
   void typecheck(CodeSymbolTable st)
        throws TypecheckCompilerException {
      CodeSymbolTable nested_st =
          new CodeSymbolTable(st);
      foreach Stmt stmt in stmts {
          stmt.typecheck(nested_st); }
   }
}
```

- (Garbage collection will reclaim **`nested_st`** when done)

Example Type Checking Operation

```
class IntLiteralExpr extends Expr {
  int value;

  ResolvedType typecheck(CodeSymbolTable st)
       throws TypecheckCompilerException {
    return ResolvedType.intType();
  }
}
```

- `ResolvedType.intType()` returns the resolved `int` type

Example Type Checking Operation

```
class VarExpr extends Expr {
  String name;

  ResolvedType typecheck(CodeSymbolTable st)
        throws TypecheckCompilerException {
     VarInterface iface = st.lookupVar(name);
     return iface.getType();
  }
}
```


Example Type Checking Operation

```
class AddExpr extends Expr {
   Expr arg1;
   Expr arg2;

   ResolvedType typecheck(CodeSymbolTable st)
         throws TypecheckCompilerException {
      ResolvedType arg1_type =
                   arg1.typecheck(st);
      ResolvedType arg2_type =
                   arg2.typecheck(st);
      arg1_type.checkIsInt();
      arg2_type.checkIsInt();
      return ResolvedType.intType();
    }
}
```


Polymorphism and Overloading

- Some operations are defined on multiple types
- Polymorphism occurs when a single operation means and behaves the same while working with different types
  - Ex: Length of a list in ML or such is polymorphic: it doesn't care what the elements of the list are
  - Ex: Assignment can assign any compatible left-hand and right-hand sides
- Overloading occurs when a single operator has (usually) similar meanings with different implementations
  - Ex: Comparing ints and bools for equality
  - Ex: Ordering ints and strings

Polymorphism and Overloading (cont.)

- Full Java allows methods and constructors to be overloaded, too
  - different methods can have same name but different argument types
- Java 1.5 supports (parametric) polymorphism via generics: parameterized classes and methods
- This all makes type checking more complicated. (So why do we allow it?)

An Example Overloaded Type Check

```
class EqualExpr extends Expr {
   Expr arg1;
   Expr arg2;
   ResolvedType typecheck(CodeSymbolTable st)
         throws TypecheckCompilerException {
      ResolvedType arg1_type = arg1.typecheck(st);
      ResolvedType arg2_type = arg2.typecheck(st);
      if (arg1_type.isIntType() &&
          arg2_type.isIntType()) {
         //resolved overloading to int version
         return ResolvedType.intType();
      } else if (arg1_type.isBooleanType() &&
                 arg2_type.isBooleanType()) {
         //resolved overloading to boolean version
        return ResolvedType.booleanType();
      } else {
        throw new TypecheckCompilerException("bad overload");
}}}
```

MiniJava Project [1]

- Add resolved type for **`double`**
- Add symbol table support for static class variable declarations
  - **`StaticVarInterface`** class
  - **`declareStaticVariable`** method

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MiniJava Project [2]

- Add resolved type for arrays: parameterized by element type
- Questions:
  - when are two array types equal?
  - when is one a subtype of another?
  - when is one assignable to another?

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MiniJava Project [3]

- **`ForStmt`**
  - loop index variable must be declared to be an **`int`**
  - initializer and increment expressions must be **`int`**s
  - test expression must be a **`boolean`**
- **`BreakStmt`**
  - must be nested in a loop
- **`IfStmt`**
  - **`else`** statement is optional
- **`DoubleLiteralExpr`**
  - result is **`double`**
- **`OrExpr`**
  - like **`AndExpr`**

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MiniJava Project [4]

- **`ArrayAssignStmt`**
  - array expr must be an array
  - index expr must be an int
  - rhs expr must be assignable to array's element type
- **`ArrayLookupExpr`**
  - array expr must be an array
  - index expr must be an int
  - result is array's element type
- **`ArrayLengthExpr`**
  - array expr must be an array
  - result is an int
- **`ArrayNewExpr`**
  - length expr must be an int
  - element type must be a legal type
  - result is array of given element type

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MiniJava Project [5]

- Extend existing operations on ints to also work on doubles
- Allow unary operations on ints (**`NegateExpr`**) to be overloaded on doubles
- Allow binary operations on ints (**`AddExpr`**, **`SubExpr`**, many others) to be overloaded on doubles
  - Also allow mixed arithmetic: if an int and a double are operands, coerce the int to a double
- Extend **`isAssignableTo`** to allow ints to be assigned to doubles via implicit coercion

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Where We Are

- Done with front end of compiler
- Up next: flatten the AST into lower-level intermediate code

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