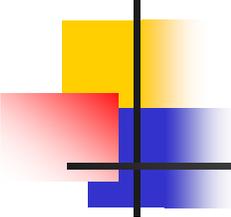


CSE 401 – Compilers

Static Semantics

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Winter 2010



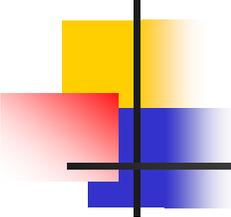
Agenda

- Static semantics
- Types
- Attribute grammars
- Representing types
- Symbol tables
- Note: this covers a superset of what we need for the MiniJava project

What do we need to know to compile & check this?

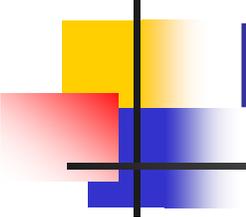
```
class C {  
    int a;  
    C(int initial) {  
        a = initial;  
    }  
    void setA(int val) {  
        a = val;  
    }  
}
```

```
class Main {  
    public static void main(){  
        C c = new C(17);  
        c.setA(42);  
    }  
}
```



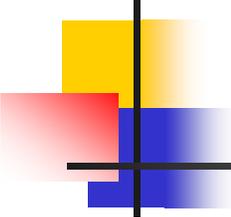
Beyond Syntax

- There is a level of correctness that is not captured by a context-free grammar
 - Has a variable been declared?
 - Are types consistent in an expression?
 - In the assignment $x=y$, is y assignable to x ?
 - Does a method call have the right number and types of parameters?
 - In a selector $p.q$, is q a method or field of class instance p ?
 - Is variable x guaranteed to be initialized before it is used?
 - Could p be null when $p.q$ is executed?
 - Etc. etc. etc.



What else do we need to know to generate code?

- Where are fields allocated in an object?
- How big are objects? (i.e., how much storage needs to be allocated by new)
- Where are local variables stored when a method is called?
- Which methods are associated with an object/class?
 - In particular, how do we figure out which method to call based on the run-time type of an object?

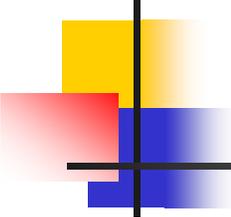


Semantic Analysis

- Main tasks:
 - Extract types and other information from the program
 - Check language rules that go beyond the context-free grammar
 - Resolve names
 - Relate declarations and uses of each variable
 - “Understand” the program well enough for synthesis
- Key data structure: Symbol tables
 - Map each identifier in the program to information about it (kind, type, etc.)
- Final part of the analysis phase / front end of the compiler

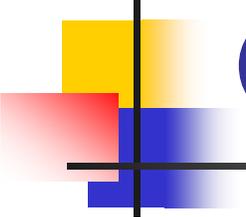
Some Kinds of Semantic Information

<i>Information</i>	<i>Generated From</i>	<i>Used to process</i>
Symbol tables	Declarations	Expressions, statements
Type information	Declarations, expressions	Operations
Constant/variable information	Declarations, expressions	Statements, expressions
Register & memory locations	Assigned by compiler	Code generation
Values	Constants	Expressions



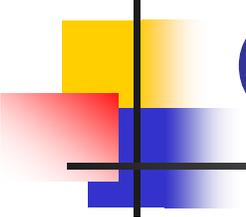
Semantic Checks

- For each language construct we want to know:
 - What semantic rules should be checked
 - Specified by language definition (type compatibility, etc.)
 - For an expression, what is its type (used to check whether the expression is legal in the current context)
 - For declarations in particular, what information needs to be captured to use elsewhere



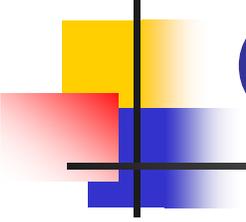
A Sampling of Semantic Checks (0)

- Appearance of a name: *id*
 - *id* has been declared and is in scope
 - Inferred type of *id* is its declared type
 - Memory location assigned by compiler
- Constant: *v*
 - Inferred type and value are explicit



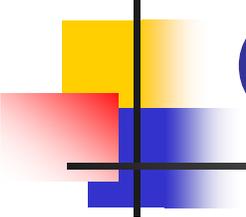
A Sampling of Semantic Checks (1)

- Binary operator: $exp_1 \text{ op } exp_2$
 - exp_1 and exp_2 have compatible types
 - Either identical, or
 - Well-defined conversion to appropriate types
 - Inferred type is a function of the operator and operands



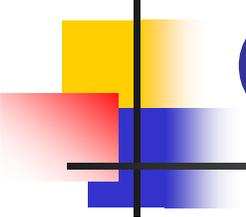
A Sampling of Semantic Checks (2)

- Assignment: $exp_1 = exp_2$
 - exp_1 is assignable (not a constant or expression)
 - exp_1 and exp_2 have compatible types
 - Identical, or
 - exp_2 can be converted to exp_1 (e.g., char to int), or
 - Type of exp_2 is a subclass of type of exp_1 (can be decided at compile time)
 - Inferred type is type of exp_1
 - Location where value is stored is assigned by the compiler



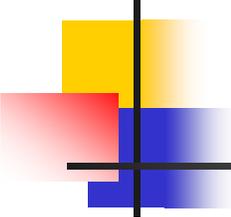
A Sampling of Semantic Checks (3)

- Cast: (exp1) exp2
 - exp1 is a type
 - exp2 either
 - Has same type as exp1
 - Can be converted to type exp1 (e.g., double to int)
 - Is a superclass of exp1 (in general requires a runtime check to verify that exp2 has type exp1)
 - Inferred type is exp1



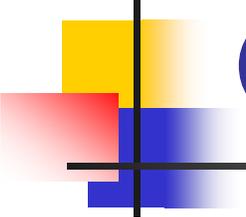
A Sampling of Semantic Checks (4)

- Field reference: `exp.f`
 - `exp` is a reference type (class instance)
 - The class of `exp` has a field named `f`
 - Inferred type is declared type of `f`



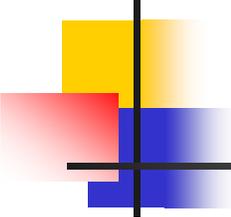
A Sampling of Semantic Checks (5)

- Method call: $\text{exp.m}(e_1, e_2, \dots, e_n)$
 - exp is a reference type (class instance)
 - The class of exp has a method named m
 - The method has n parameters
 - Each argument has a type that can be assigned to the associated parameter
 - Inferred type is given by method declaration (or is void)



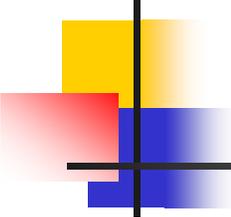
A Sampling of Semantic Checks (6)

- Return statement:
 return exp;
 return;
- The expression can be assigned to a variable with the declared type of the method (if the method is not void)
- There's no expression (if the method is void)



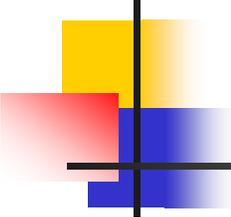
Attribute Grammars

- A systematic way to think about semantic analysis
- Sometimes used directly, but even when not, AGs are a useful way to organize the analysis



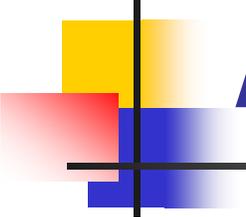
Attribute Grammars

- Idea: associate attributes with each node in the (abstract) syntax tree
- Examples of attributes
 - Type information
 - Storage location
 - Assignable (e.g., expression vs variable – lvalue vs rvalue for C/C++ programmers)
 - Value (for constant expressions)
 - etc. ...
- Notation: $X.a$ if a is an attribute of node X



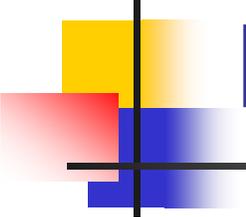
Attribute Example

- Assume that each node has a `.val` attribute
- AST and attribution for $(1+2) * (6 / 2)$



Inherited and Synthesized Attributes

- Given a production $X ::= Y_1 Y_2 \dots Y_n$
- A *synthesized* attribute is $X.a$ is a function of some combination of attributes of Y_i 's (bottom up)
- An *inherited* attribute $Y_i.b$ is a function of some combination of attributes $X.a$ and other $Y_j.c$ (top down)



Informal Example of Attribute Rules (1)

- Suppose we have the following grammar for a trivial language

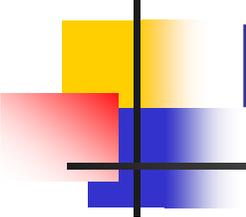
program ::= decl stmt

decl ::= int id;

stmt ::= exp = exp ;

exp ::= id | exp + exp | 1

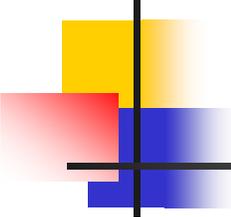
- We want to give suitable attributes for basic type and lvalue/rvalue checking



Informal Example of Attribute Rules (2)

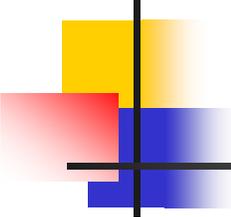
- Attributes

- env (environment, e.g., symbol table); synthesized by decl, inherited by stmt
 - Each entry maps a name to its type and kind
- type (expression type); synthesized
- kind (variable [var or lvalue] vs value [val or rvalue]); synthesized



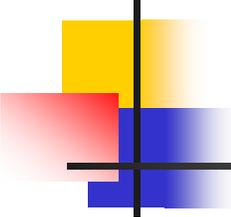
Attributes for Declarations

- `decl ::= int id;`
 - `decl.env = {id, int, var}`



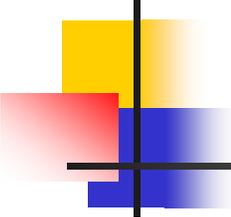
Attributes for Program

- `program ::= decl stmt`
 - `stmt.env = decl.env`



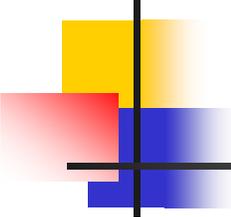
Attributes for Constants

- $\text{exp} ::= 1$
 - $\text{exp.kind} = \text{val}$
 - $\text{exp.type} = \text{int}$



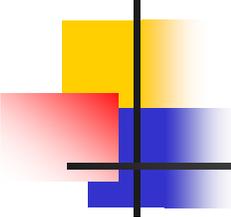
Attributes for Identifier Exprs.

- $\text{exp} ::= \text{id}$
 - $\text{id.type} = \text{exp.env.lookup}(\text{id})$
 - $\text{exp.type} = \text{id.type}$
 - $\text{exp.kind} = \text{id.kind}$



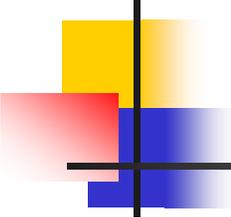
Attributes for Addition

- $\text{exp} ::= \text{exp}_1 + \text{exp}_2$
 - $\text{exp}_1.\text{env} = \text{exp}.\text{env}$
 - $\text{exp}_2.\text{env} = \text{exp}.\text{env}$
 - error if $\text{exp}_1.\text{type} \neq \text{exp}_2.\text{type}$
 - (or error if not combinable if rules are more complex)
 - $\text{exp}.\text{type} = \text{exp}_1.\text{type}$
 - $\text{exp}.\text{kind} = \text{val}$



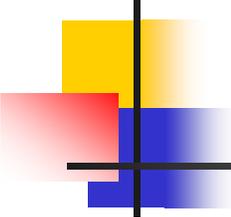
Attribute Rules for Assignment

- $\text{stmt} ::= \text{exp}_1 = \text{exp}_2;$
 - $\text{exp}_1.\text{env} = \text{stmt}.\text{env}$
 - $\text{exp}_2.\text{env} = \text{stmt}.\text{env}$
 - Error if $\text{exp}_2.\text{type}$ is not assignment compatible with $\text{exp}_1.\text{type}$
 - error if $\text{exp}_1.\text{kind} == \text{val}$ (must be var)



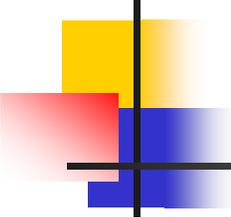
Example

- `int x; x = x + 1;`



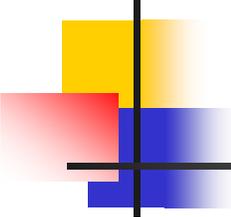
Extensions

- This can be extended to handle sequences of declarations and statements
 - Sequence of declarations builds up combined environment with information about all declarations
 - Full environment is passed down to statements and expressions



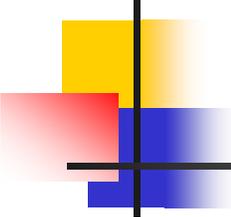
Observations

- These are equational (functional) computations
- This can be automated, provided the attribute equations are non-circular
- But implementation problems
 - Non-local computation
 - Can't afford to literally pass around copies of large, aggregate structures like environments



In Practice

- Attribute grammars give us a good way of thinking about how to structure semantic checks
- Symbol tables will hold environment information
- Add fields to AST nodes to refer to appropriate attributes (symbol table entries for identifiers, types for expressions, etc.)
 - Put in appropriate places in AST class inheritance tree – most statements don't need types, for example



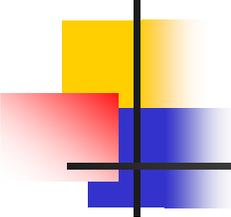
Symbol Tables

- Map identifiers to
<type, kind, location, other properties>
- Operations
 - Lookup(id) => information
 - Enter(id, information)
 - Open/close scopes
- Build & use during semantics pass
 - Build first from declarations
 - Then use to check semantic rules

Aside:

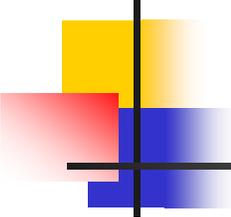
Implementing Symbol Tables

- Big topic in classical old compiler courses: implementing a hashed symbol table
- These days: use the collection classes that are provided with the standard language libraries (Java, C#, C++, ML, Haskell, etc.)
- For Java:
 - Map (HashMap) will solve most of the problems
 - List (ArrayList) for ordered lists (parameters, etc.)



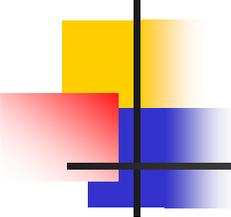
Symbol Tables for MiniJava (1)

- Global – Per Program Information
 - Single global table to map class names to per-class symbol tables
 - Created in a pass over class definitions in AST
 - Used in remaining parts of compiler to check class types and their field/method names and extract information about them



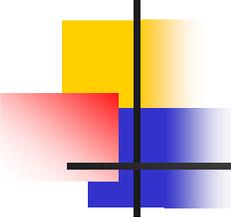
Symbol Tables for MiniJava (2)

- Global – Per Class Information
 - 1 Symbol table for each class
 - 1 entry per method/field declared in the class
 - Contents: type information, public/private, parameter types (for methods), storage locations (later), etc.
 - In full Java, need multiple symbol tables (or more complex symbol table) per class
 - Java allows the same identifier to name both a method and a field in a class – multiple namespaces



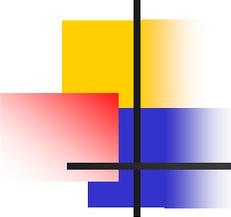
Symbol Tables for MiniJava (3)

- Global (cont)
 - All global tables persist throughout the compilation
 - And beyond in a real Java or C# compiler...
 - (e.g., symbolic information in Java .class files)



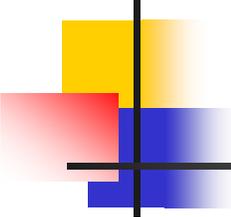
Symbol Tables for MiniJava (4)

- Local symbol table for each method
 - 1 entry for each local variable or parameter
 - Contents: type information, storage locations (later), etc.
 - Needed only while compiling the method; can discard when done
 - But if type checking and code gen, etc. are done in separate passes, this table needs to persist until we're done with it



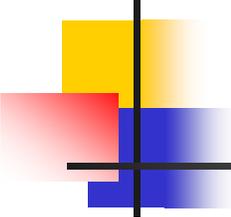
Beyond MiniJava

- What we aren't dealing with: nested scopes
 - Inner classes
 - Nested scopes in methods – reuse of identifiers in parallel or (if allowed) inner scopes
- Basic idea: new symbol table for inner scopes, linked to surrounding scope's table
 - Look for identifier in inner scope; if not found look in surrounding scope (recursively)
 - Pop back up on scope exit



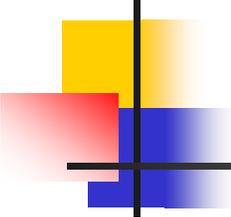
Engineering Issues

- In practice, want to retain $O(1)$ lookup
 - Use hash tables with additional information to get the scope nesting right
 - Scope entry/exit operations
- In multipass compilers, symbol table info needs to persist after analysis of inner scopes for use on later passes
 - See a compiler textbook for details



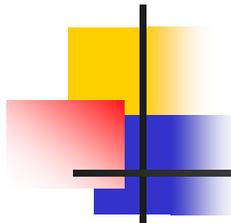
Error Recovery

- What to do when an undeclared identifier is encountered?
 - Only complain once (Why?)
 - Can forge a symbol table entry for it once you've complained so it will be found in the future
 - Assign the forged entry a type of "unknown"
 - "Unknown" is the type of all malformed expressions and is compatible with all other types
 - Allows you to only complain once! (How?)



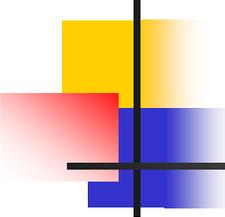
“Predefined” Things

- Many languages have some “predefined” items (functions, classes...)
- Include init code in the compiler to manually create symbol table entries for these when the compiler starts up
 - Rest of compiler generally doesn’t need to know the difference between “predeclared” items and ones found in the program



Types

- Classical roles of types in programming languages
 - Run-time safety
 - Compile-time error detection
 - Improved expressiveness (method or operator overloading, for example)
 - Provide information to optimizer



Type Checking Terminology

Static vs. dynamic typing

- static: checking done prior to execution (e.g. compile-time)
- dynamic: checking during execution

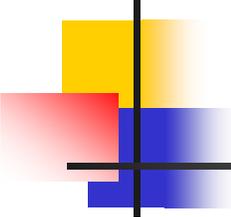
Strong vs. weak typing

- strong: guarantees no illegal operations performed
- weak: can't make guarantees

Caveats:

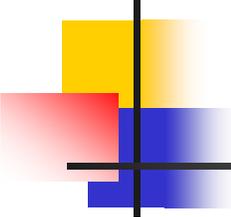
- Hybrids common
- Inconsistent usage common
- “untyped,” “typeless” could mean dynamic or weak

	static	dynamic
strong	Java	Lisp
weak	C	PERL (1-5)



Type Systems

- Base Types
 - Fundamental, atomic types
 - Typical examples: int, double, char
- Compound/Constructed Types
 - Built up from other types (recursively)
 - Constructors include arrays, records/structs/classes, pointers, enumerations, functions, modules, ...

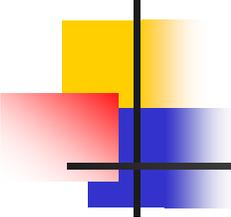


Type Representation

- Create a shallow class hierarchy, for example:

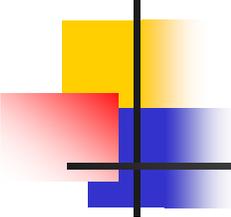
```
abstract class Type { ... } // or interface
class ClassType extends Type { ... }
class BaseType extends Type { ... }
```

 - Should not need too many of these
- Not the same as the AST representation for source program type or variable declarations
 - Difference is we want to capture the semantics of the type system here for inference, checking, etc.
 - An instance of this graph represents each compile-time type found in the program



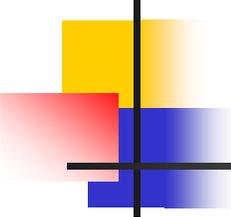
Base Types

- For each base type (int, boolean, others in other languages), create a single object to represent it
 - Base types in symbol table entries and AST nodes are direct references to these objects
 - Base type objects usually create at compiler startup
- Useful to create a “void” type object to tag functions that do not return a value (if you have or add these)
- Also useful to create an “unknown” type object for errors
 - (“void” and “unknown” types reduce the need for special case code in various places in the type checker)



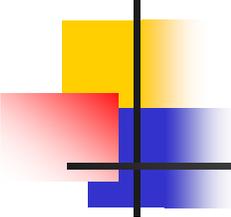
Compound Types

- Basic idea: use an appropriate “type constructor” object that refers to the component types
 - Limited number of these – correspond directly to type constructors in the language (record/struct, array, function,...)
 - A compound type is a graph



Class Types

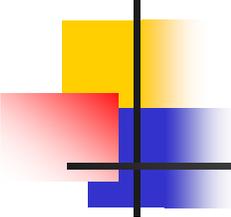
- `class Id { fields and methods }`
`class ClassType extends Type {`
 `Type baseClassType; // ref to base class`
 `Map fields; // type info for fields`
 `Map methods; // type info for methods`
`}`
- (Note: may not want to do this literally, depending on how class symbol tables are represented; i.e., class symbol tables might be useful or sufficient as the representation of the class type.)



Array Types

- For regular Java this is simple: only possibility is # of dimensions and element type

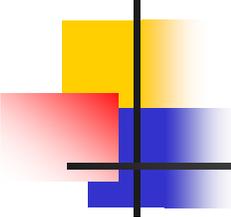
```
class ArrayType extends Type {  
    int nDims;  
    Type elementType;  
}
```



Array Types for Pascal &c

- Pascal allows arrays to be indexed by any discrete type like an enum, char, or subrange of int or other discrete type
 - array [indexType] of elementType
- Element type can be any other type, including an array

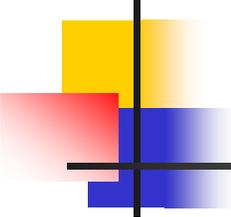
```
class GeneralArrayType extends Type {  
    Type indexType;  
    Type elementType;  
}
```



Methods/Functions

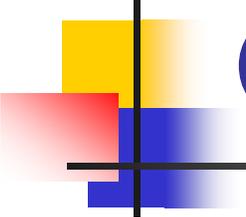
- Type of a method is its result type plus an ordered list of parameter types

```
class MethodType extends Type {  
    Type resultType;           // type or "void"  
    List parameterTypes;  
}
```



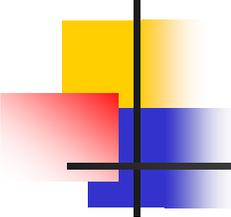
Type Equivalence

- For base types this is simple
 - Types are the same if they are identical
 - Normally there are well defined rules for coercions between arithmetic types
 - Compiler inserts these automatically or when requested by programmer (casts)



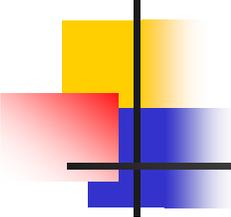
Type Equivalence for Compound Types

- Two basic strategies
 - *Structural equivalence*: two types are the same if they are the same kind of type and their component types are equivalent, recursively
 - *Name equivalence*: two types are the same only if they have the same name, even if their structures match
- Different language design philosophies



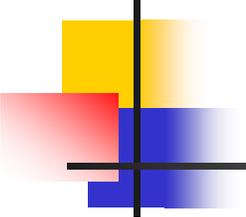
Structural Equivalence

- Structural equivalence says two types are equal iff they have same structure
 - atomic types are tautologically the same structure
 - if type constructors:
 - same constructor
 - recursively, equivalent arguments to constructor
- Ex: atomic types, array types, ML record types
- Implement with recursive implementation of equals, or by canonicalization of types when types created then use pointer equality



Name Equivalence

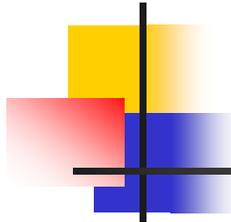
- Name equivalence says that two types are equal iff they came from the same textual occurrence of a type constructor
 - Ex: class types, C struct types (struct tag name), datatypes in ML
 - special case: type synonyms (e.g. typedef) don't define new types
- Implement with pointer equality assuming appropriate representation of type info



Type Equivalence and Inheritance

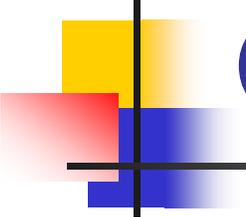
- Suppose we have

```
class Base { ... }
class Extended extends Base { ... }
```
- A variable declared with type Base has a *compile-time type* of Base
- During execution, that variable may refer to an object of class Base or any of its subclasses like Extended (or can be null, which is compatible with all class types)
 - Sometimes called the *runtime type*



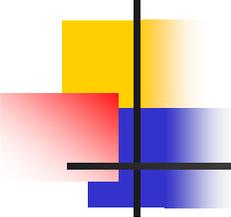
Type Casts

- In most languages, one can explicitly cast an object of one type to another
 - sometimes cast means a conversion (e.g., casts between numeric types)
 - sometimes cast means a change of static type without doing any computation (casts between pointer types or pointer and numeric types)



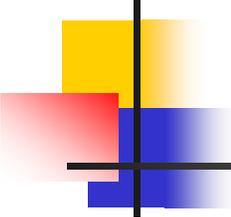
Type Conversions and Coercions

- In Java, can explicitly convert an value of type double to one of type int
 - can represent as unary operator
 - typecheck, codegen normally
- In Java, can implicitly coerce an value of type int to one of type double
 - compiler must insert unary conversion operators, based on result of type checking



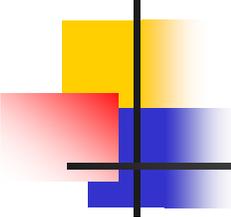
C and Java: type casts

- In C: safety/correctness of casts not checked
 - allows writing low-level code that's type-unsafe
 - more often used to work around limitations in C's static type system
- In Java: downcasts from superclass to subclass include run-time type check to preserve type safety
 - static typechecker allows the cast
 - codegen introduces run-time check
 - Java's main form of dynamic type checking



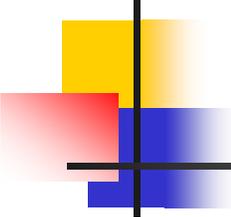
Various Notions of Equivalence

- So there are usually several relations on types that we need to deal with:
 - “is the same as”
 - “is assignable to”
 - “is same or a subclass of”
 - “is convertible to”
- Be sure to check for the right one(s)



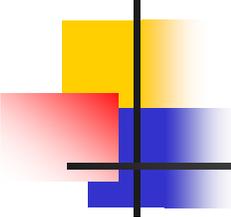
Useful Compiler Functions

- Create a handful of methods to decide different kinds of type compatibility:
 - Types are identical
 - Type t1 is assignment compatible with t2
 - Parameter list is compatible with types of expressions in the call
- Normal modularity reasons: isolates these decisions in one place and hides the actual type representation from the rest of the compiler
- Probably belongs in the same package with the type representation classes



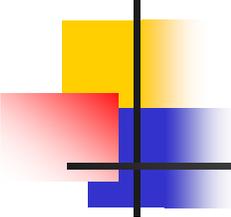
Implementing Type Checking for MiniJava

- Create multiple visitors for the AST
- First pass/passes: gather information
 - Collect global type information for classes
 - Could do this in one pass, or might want to do one pass to collect class information, then a second one to collect per-class information about fields, methods – you decide
- Next set of passes: go through method bodies to check types, other semantic constraints



Disclaimer

- This discussion of semantics, type representation, etc. should give you a good idea of what needs to be done in you'll project, but you'll need to adapt the ideas to the project specifics.
- You'll also find good ideas in your compiler book...



Coming Attractions

- Need to start thinking about translating to object code (actually x86 assembly language, the default for this project)
- Next lectures
 - x86 overview (as a target for simple compilers)
 - Runtime representation of classes, objects, data, and method stack frames
 - Assembly language code for higher-level language statements
- And there's a midterm in there somewhere...