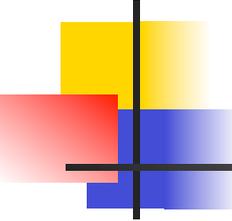


CSE 401 – Compilers

Implementing ASTs
(in Java)

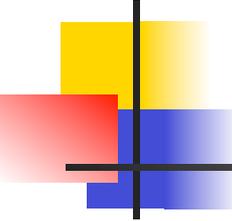
Hal Perkins
Autumn 2011



Review: ASTs

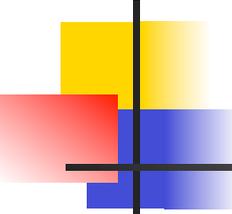
- An Abstract Syntax Tree captures the essential structure of the program, without the extra concrete grammar details needed to guide the parser
- AST:
- Example:

```
while ( n > 0 ) {  
    n = n - 1;  
}
```



Representation in Java

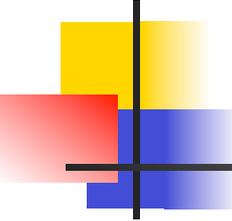
- Basic idea: use small classes as records (structs) to represent AST nodes
 - Simple data structures, not too smart
 - Take advantage of type system
- But also use a bit of inheritance so we can treat related nodes polymorphically



Expressions

```
// Base class for all expressions
public abstract class ExpNode extends ASTNode { ... }

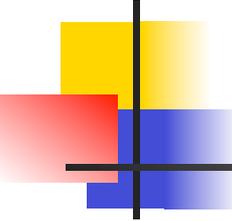
// exp1 op exp2
public class BinExp extends ExpNode {
    public ExpNode exp1, exp2;    // operands
    public int op;                // operator (lexical token)
    public BinExp(Token op, ExpNode exp1, ExpNode exp2) {
        this.op = op; this.exp1 = exp1; this.exp2 = exp2;
    }
    public String toString() {
        ...
    }
}
```



More Expressions

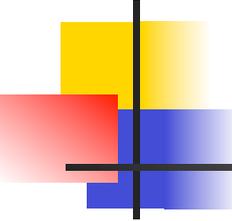
```
// Method call: id(arguments)
public class MethodExp extends ExpNode {
    public ExpNode id;    // method
    public List args;    // list of argument expressions
    public BinExp(ExpNode id, List args) {
        this.id = id; this.args = args;
    }
    public String toString() {
        ...
    }
}
```

- You'll also need nodes for class and method declarations, parameter lists, and so forth
- For the project we strongly suggest using the AST classes in the starter code, which are taken from the MiniJava website
 - Modify if you need to & know what you're doing



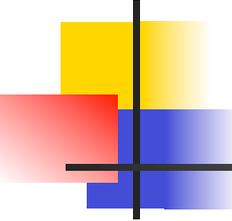
Position Information in Nodes

- To produce useful error messages, it's helpful to record the source program location corresponding to a node in that node
 - Most scanner/parser generators have a hook for this, usually storing source position information in tokens
 - Included in the MiniJava starter code – good idea to take advantage of it in your code



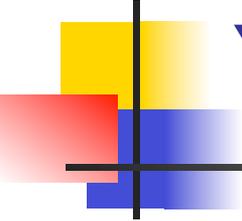
AST Generation

- Idea: each time the parser recognizes a complete production, it produces as its result an AST node (with links to the subtrees that are the components of the production)
- When we finish parsing, the result of the goal symbol is the complete AST for the program



AST Generation in YACC/CUP

- A result type can be specified for each item in the grammar specification
- Each parser rule can be annotated with a semantic action, which is just a piece of Java code that returns a value of the result type
- The semantic action is executed when the rule is reduced



YACC/CUP Parser Specification

■ Specification

non terminal StmtNode stmt, whileStmt;

non terminal ExpNode exp;

...

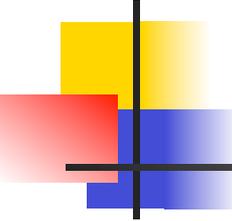
stmt ::= ...

| WHILE LPAREN exp:e RPAREN stmt:s

{: RESULT = new WhileNode(e,s); :}

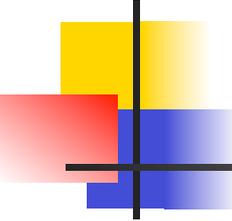
;

- See the starter code for version with line numbers



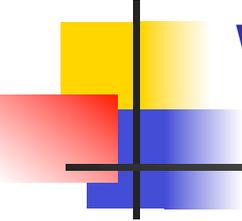
ANTLR/JavaCC/others

- Integrated tools like these provide tools to generate syntax trees automatically
 - Advantage: saves work; don't need to define AST classes and write semantic actions
 - Disadvantage: generated trees might not have the right level of abstraction for what you want to do
- For our project, do-it-yourself with CUP
 - Starter code should give the general idea



Operations on ASTs

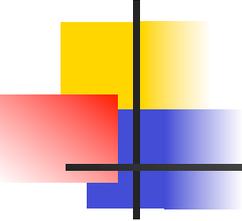
- Once we have the AST, we may want to:
 - Print a readable dump of the tree (pretty printing)
 - Do static semantic analysis:
 - Type checking
 - Verify that things are declared and initialized properly
 - Etc. etc. etc. etc.
 - Perform optimizing transformations on the tree
 - Generate code from the tree, or
 - Generate another IR from the tree for further processing



Where do the Operations Go?

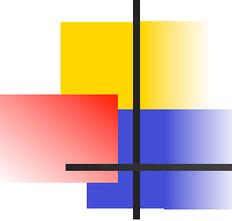
- Pure “object-oriented” style
 - Really, really, really smart AST nodes
 - Each node knows how to perform every operation on itself

```
public class WhileNode extends StmtNode {  
    public WhileNode(...);  
    public typeCheck(...);  
    public StrengthReductionOptimize(...);  
    public generateCode(...);  
    public prettyPrint(...);  
    ...  
}
```



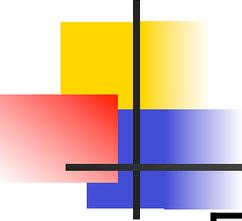
Modularity Issues

- Smart nodes make sense if the set of operations is relatively fixed, but we expect to need flexibility to add new kinds of nodes
- Example: graphics system
 - Operations: draw, move, iconify, highlight
 - Objects: textbox, scrollbar, canvas, menu, dialog box, plus new objects defined as the system evolves



Modularity in a Compiler

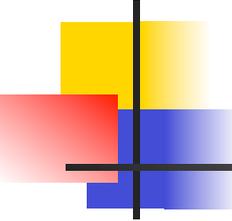
- Abstract syntax does not change frequently over time
 - \therefore Kinds of nodes are relatively fixed
- As a compiler evolves, it is common to modify or add operations on the AST nodes
 - Want to modularize each operation (type check, optimize, code gen) so its components are together
 - Want to avoid having to change node classes when we modify or add an operation on the tree



Two Views of Modularity

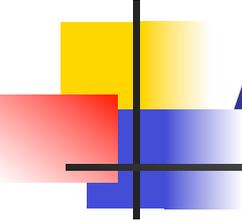
	Type check	Optimize	Generate x86	Flatten	Print
IDENT	X	X	X	X	X
exp	X	X	X	X	X
while	X	X	X	X	X
if	X	X	X	X	X
Binop	X	X	X	X	X
...					

	draw	move	iconify	highlight	transmogrify
circle	X	X	X	X	X
text	X	X	X	X	X
canvas	X	X	X	X	X
scroll	X	X	X	X	X
dialog	X	X	X	X	X
...					



Visitor Pattern

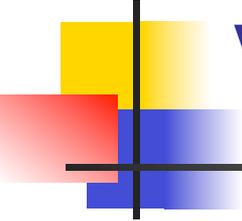
- Idea: Package each operation (optimization, print, code gen, ...) in a separate class
- Create one instance of this **visitor** class
 - Sometimes called a “function object”
 - Contains all of the methods for that particular operation, one for each kind of AST node
- Include a generic “accept visitor” method in every node class
- To perform the operation, pass the “visitor object” around the AST during a traversal



Avoiding instanceof

- We'd like to avoid huge if-elseif nests in the visitor to discover the node types

```
void checkTypes(ASTNode p) {  
    if (p instanceof WhileNode) { ... }  
    else if (p instanceof IfNode) { ... }  
    else if (p instanceof BinExp) { ... }  
  
    ...  
}
```



Visitor Double Dispatch

- Include a “visit” method for every AST node type in each Visitor
 - void visit(WhileNode);
 - void visit(ExpNode);
 - etc.
- Include an accept(Visitor v) method in each AST node class
- When Visitor v is passed to AST node, node’s accept method calls v.visit(this)
 - Selects correct Visitor method for this node
 - “Double dispatch”

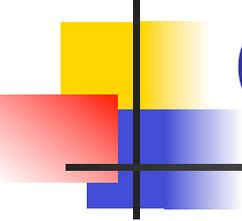
Accept Method in Each AST Node Class

- Example

```
public class WhileNode extends StmtNode {  
    ...  
    // accept a visit from a Visitor object v  
    public void accept(Visitor v) {  
        v.visit(this); // dynamic dispatch on "this" (WhileNode)  
    }  
    ...  
}
```

- Key points

- Visitor object passed as a parameter to WhileNode
- WhileNode calls visit, which dispatches to visit(WhileNode) automatically – i.e., the correct method for this kind of node

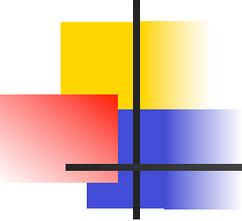


Composite Objects

- What if an AST node refers to subnodes?
- Visitors often control the traversal

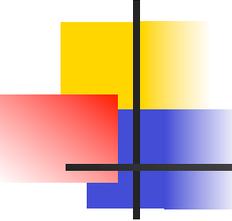
```
public void visit(WhileNode p) {  
    p.expr.accept(this);  
    p.stmt.accept(this);  
}
```

- Also possible to include more than one kind of accept method in each node to let nodes implement different kinds of traversals
 - Probably not needed for MiniJava project



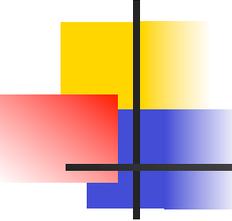
Example TypeCheckVisitor

```
// Perform type checks on the AST
public class TypeCheckVisitor implements Visitor {
    // override operations for each node type
    public void visit(BinExp e) {
        // visit subexpressions – pass this visitor object
        e.exp1.accept(this); //store its type in var, say, Type type1
        e.exp2.accept(this); //ditto type2
        assert(type1.join(type2).equals(type1)
            || type1.join(type2).equals(type2)); //use a type lattice
    }
    public void visit(WhileNode s) { ... }    ...
}
```



Encapsulation

- A visitor object often needs to be able to access state in the AST nodes
 - \therefore May need to expose more node state than we might do to otherwise
 - Overall a good tradeoff – better modularity
 - (plus, the nodes are relatively simple data objects anyway – not hiding much of anything)



References

- For Visitor pattern (and many others)
 - *Design Patterns: Elements of Reusable Object-Oriented Software*, Gamma, Helm, Johnson, and Vlissides, Addison-Wesley, 1995 (the classic, uses C++, Smalltalk)
 - *Object-Oriented Design & Patterns*, Horstmann, A-W, 2nd ed, 2006 (uses Java)
- Specific information for MiniJava AST and visitors in Appel textbook & online