Compilers INF-400

Burak Arslan ext-inf400@burakarslan.com

Galatasaray Üniversitesi

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Course website

burakarslan.com/inf400

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- ► Lexical analysis
 - ► Eliminates invalid tokens using . . .

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- Syntactic analysis
 - ► Eliminates invalid syntax trees using . . .
 - ...context-free grammars

Next step is **Semantic analysis**:

- ► Checks that would complicate the grammar too much (KISS)
 - ► See for yourself! Class stmt vs regular stmt distinction is made in the grammar.
- Checks that can't be modelled by context-free grammars

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Stuff like:

- Is a given class/function/variable declared exactly once in a given scope?
- ► Are types consistent?
- ► Are function calls consistent?
- ▶ Do type names start with an uppercase letter whereas other identifiers start with a lowercase letter?

Scopes

Scoping Rules in Kiraz

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Scopes

What is the scope of an identifier?

- ▶ It's the part of a program in which that identifier is accessible
- ► The same identifier may refer to different things in different parts of the program
- ▶ Different scopes for same name don't overlap (it's an error otherwise)

Scopes

We need a **symbol table** to keep track of scopes of identifiers.

The following operations mutate the symbol table:

- Class definition (in module scope)
- Method definition (in class scope)
- ► Attribute definition (in class scope)
- ► Function definition (in module scope)
- ► Function argument entry (in func arg scope)
- ► Variable definition (in regular scope¹)

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¹AKA Function scope

Scopes in Kiraz

A scope, in **kiraz**

- ▶ Is wrapped by the OP_LBRACE and OP_RBRACE tokens.
- ► Inherits all entries from its parent scope

Scopes in Kiraz

```
In kiraz, the following code fragment should be rejected with:
Semantic Error: Variable 'a' is already defined
    let a = 15;
    func f(): Void {
        let a = 5:
```

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Scopes in Python

Whereas in **Python** it's much more malleable:

```
a = 15
def f():
    a = 5
f(); print(a)
```

Scopes in Python

Whereas in **Python** it's much more malleable:

```
a = 15

def f():
    global a
    a = 5

f(); print(a)
```

Scopes in Python

Whereas in **Python** it's much more malleable:

```
a = 15

def f():
    nonlocal a
    a = 5

f(); print(a)
```

Scopes in Javascript

In Javascript it's even crazier:

```
function f() {
    a = 5;
}

a = 15; console.log(a)

f(); console.log(a)
```

Scopes in Javascript

In **Javascript** it's even crazier:

```
function f() {
    var a = 5;
}

a = 15; console.log(a)

f(); console.log(a)
```

Scopes in Javascript

In **Javascript** it's even crazier:

```
function f() {
    let a = 5;
}

a = 15; console.log(a)

f(); console.log(a)
```

Scopes in Javascript

In **Javascript** it's even crazier:

Scopes in Javascript

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Scopes in Kiraz (pt.2)

Back to kiraz...

Scopes in Kiraz (pt.2)

Back to kiraz...

Further scoping rules:

- Functions and Classes don't obey definition order.
- ▶ ie. They can be referenced before they are defined.

Scopes in Kiraz (pt.2)

Two options to implement this:

- Require function prototypes / forward declarations like in C/C++
- ▶ Use multiple passes for each scoping class

Scopes in Kiraz (pt.2)

Two options to implement this:

- ▶ Require function prototypes / forward declarations like in C/C++
- Use multiple passes for each scoping class
 - ightharpoonup this is what we are going to do

Scopes in Kiraz (pt.2)

The symbol table is a class with the following interface:

```
void add_symbol(std::string name, Stmt::Ptr);
Stmt::Ptr get_symbol(std::string name) const;
Scope enter_scope(ScopeType, Stmt::Ptr);
void exit_scope();
/* misc. accessors */
```

Scopes in Kiraz (examples)

Let's see how it's supposed to work

Scopes in Kiraz (examples)

func f() : R { };

Error at 1:16: Return type 'R' of function 'f' is not found

```
func main() : Void { };
```

Scopes in Kiraz (examples)

```
func main() : Void {
    io.print("Hello world!\n");
};
```

Error at 2:14: Identifier 'io' is not found

```
import io;
func main() : Void {
    io.print("Hello world!\n");
};
```

```
import io;
func main() : Integer64 {
    io.print("Hello world!\n");
    return 0;
};
```

```
import io;
class Main {
    func say_hello() : Integer64 {
        io.print("Hello world!\n");
        return 0;
    }
}
```

```
import io;
class Main {
    let hello = "Hello world!\n";
    func say_hello() : Integer64 {
        io.print(hello);
        return 0:
func main() : Integer64{
    let hello = "Hello mars!\n":
    io.print(hello);
    return 0;
```

```
import io;
func say_hello(a: String) : Void {
  let h = get_hello();
  io.print(h);
}
func get_hello() : String {
  return "Hello, World!\n";
}
```

```
class Count {
    let i = 0;
    func inc() : Count {
        i = i + 1;
        return self;
    }
}
```

Scopes in Kiraz (examples)

...and let's see how it's NOT supposed to work

Scopes in Kiraz (examples)

```
import io;
class Main {
    let hello = "Hello world!\n";
    func hello() : Integer64 {
        io.print(hello);
        return 0;
    }
}
```

Error at 7:5: Identifier 'hello' is already in symtab

Scopes in Kiraz (examples)

```
func f(a: String, a: String) : Void {
}
```

Error at 2:1: Identifier 'a' in argument list of function 'f' is already in symtab

Scopes in Kiraz (examples)

Scopes in Kiraz (examples)

```
class C {
  let hello = "hello";
  func hello() : Void {};
}
```

Error at 3:24: Identifier 'hello' is already in symtab

Scopes in Kiraz (examples)

```
class C {
  let hello = "hello";
  func f() : Void {
    let hello = "world";
  }
}
```

Error at 4:17: Identifier 'hello' is already in symtab

Scope Types

Kiraz has:

- ▶ %100 static scoping like eg. C
- ► Unlike eg. Python

```
a = 5 del a
```

Scope Types

We need scope types to determine implicit identifiers:

- ► Module
 - ► All class and func names are in scope anywhere
- Class has SelfType
 - ► All attribute and method names are in scope anywhere
- Function doesn't allow func or class keywords
 - Variable names are made available in order (ie not before being defined)
- Method same as above, additionally has self
 - All attribute and method names are in scope anywhere

Subsymbol Lookup

The following statements can contain other symbols:

- Modules
- Classes

Types

Types in Kiraz

Types

Types:

- ► Another concept whose definition varies from language to language
- ► The set of operations that a value can handle are given names called "types".

Types

A hot topic in any language discussion:

- Primitives vs user-defined types (classes)
- ► Statically typed (ki) vs dynamically typed (python, js) languages
- ▶ It's all integers all the way down (in most (all?) ISA)

Types

Categories of types in Kiraz:

- Primitives vs user-defined types (classes)
- Statically typed vs dynamically typed vs untyped languages
- Operations applied to types are part of the semantics

Types

Same data, but different meanings:

```
double d = 3.14159;
long l = *((long*)&d); // 0x400921F9F01B866E
```

...and different operations!

Types

Dynamically typed == just one type?

- ► True at the implementation level
- ► Ergonomically not so much.

Types

Duck typing:

```
def add(a, b):
    return a + b
```

Types

Run-time error

Compile-time error

Types

Static vs dynamic typing:

- Debate still not settled
- Optional run-time type checking vs compile-time type systems with;
 - Ever-increasing complexity
 - Unsafe casts

Types

Actually, no language is purely static or dynamic:

- ► Modern python has optional type checking support
- Javascript has Typescript
- C can cast any pointer to each other
- C++ additionally has std::any, std::variant, templates, etc.
 - Also boost::variant, QVariant, etc.