

Abstract Syntax Trees

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Slide 1

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Abstract Syntax Trees

- We will modify our parser one more time so that, as it parses the source code, it will also generate an intermediate representation of the program known as abstract syntax trees.
- An abstract syntax tree is similar to a parse tree but without extraneous nonterminal and terminal symbols.
- Abstract syntax trees provide an explicit representation of the structure of the source code that can be used for
 - additional constraint analysis (e.g., for type constraints)
 - some optimization (tree transformations)
 - code generation

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Representing Abstract Syntax Trees

- We will use different classes to represent different node types in our abstract syntax trees. Examples include
 - Program
 - AssignmentStmt
 - Variable
 - ProcedureDecl
 - LoopStmt
 - Expression
- Each AST class has named instance variables (fields) to reference its children. These instance variables provide the “tree” structure.
- Occasionally we also include additional fields to support error handling (e.g., position) and code generation.

Terence Parr refers to this type of AST structure as an irregular (named child fields) heterogeneous (different node types) AST.

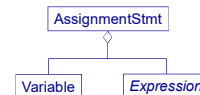
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Abstract Syntax Trees: Example 1

- Consider the grammar for an assignment statement.
assignmentStmt = variable “:=” expression “;” .
- The important parts of an assignment statement are
 - variable (the left side of the assignment)
 - expression (the right side of the assignment)
- We create an AST node for an assignment statement with the following structure:



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Class AssignmentStmt

```

public class AssignmentStmt extends Statement
{
    private Variable variable;
    private Expression expr;

    // position of assignment operator (for error reporting)
    private Position assignPosition;

    public AssignmentStmt(Variable variable,
                        Expression expr,
                        Position assignPosition)
    {
        this.variable = variable;
        this.expr = expr;
        this.assignPosition = assignPosition;
    }
    ...
}
  
```

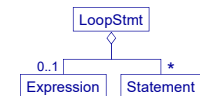
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Abstract Syntax Trees: Example 2

- Consider the following grammar for a loop statement:
loopStmt = (“while” booleanExpr)?
“loop” statements “end” “loop” “;” .
- Once a loop statement has been parsed, we don’t need to retain the nonterminal symbols. The AST for a loop statement would contain only the statements in the body of the loop and the optional boolean expression (e.g., the reference to the boolean expression could be null).



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Class LoopStmt

```
public class LoopStmt extends Statement
{
    private Expression whileExpr;
    private List<Statement> statements;

    public LoopStmt(Expression whileExpr, List<Statement> statements)
    {
        this.whileExpr = whileExpr;
        this.statements = statements;
        ...
    }
    ...
}
```

Note that whileExpr can be null.

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Abstract Syntax Trees: Example 3

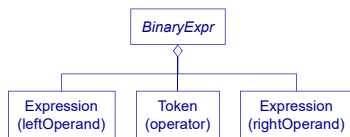
- For binary expressions, part of the grammar exists simply to define operator precedence.
- Once an expression has been parsed, we do not need to preserve additional information about nonterminals that were introduced to define precedence (relation, simpleExpr, term, factor, etc.).
- A binary expression AST would contain only the operator and the left and right operands. The parsing algorithm would build the AST so as to preserve operator precedence.

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Abstract Syntax Trees: Example 3 (continued)



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Class BinaryExpr

```
public abstract class BinaryExpr extends Expression
{
    private Expression leftOperand;
    private Token operator;
    private Expression rightOperand;

    public BinaryExpr(Expression leftOperand, Token operator,
        Expression rightOperand)
    {
        this.leftOperand = leftOperand;
        this.operator = operator;
        this.rightOperand = rightOperand;
        ...
    }
    ...
}
```

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Structure of Abstract Syntax Trees

- There is an abstract class AST that serves as the superclass for all other abstract syntax tree classes.
- Class AST contains implementations of methods common to all subclasses plus declarations of abstract methods required by all concrete subclasses.
- All AST classes will be defined in an "...ast" subpackage.

Note the use of AST (in monospaced font) for the specific class and AST (in normal font) as an abbreviation for "abstract syntax tree".

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Outline of Class AST

```
public abstract class AST
{
    ...

    /** Check semantic/contextual constraints. */
    public abstract void checkConstraints();

    /** Emit the object code for the AST. */
    public abstract void emit()
        throws CodeGenException, IOException;
}
```

Methods checkConstraints() and emit() provide a mechanism to "walk" the tree structure using recursive calls to subordinate tree nodes.

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Subclasses of AST

- We will create a hierarchy of classes, some of which are abstract, that are all direct or indirect subclasses of AST.
- Each node in the abstract syntax tree constructed by the parser will be an object of a class in the AST hierarchy.
- Most classes in the hierarchy will correspond to and have names similar to the nonterminal symbols in the grammar, but not all abstract syntax trees have this property. See, for example, the earlier discussion about binary expressions. We do not need abstract syntax tree classes corresponding to nonterminals `simpleExpr`, `term`, `factor`, etc.

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Using Collection Classes

- Some parsing methods simply return lists of AST objects.

Examples

```
public List<InitialDecl> parseInitialDecls()
    throws IOException

public List<SubprogramDecl> parseSubprogramDecls()
    throws IOException

public List<Token> parseIdentifiers() throws IOException

public List<Statement> parseStatements()
    throws IOException

public List<ParameterDecl> parseFormalParameters()
    throws IOException

public List<Expression> parseActualParameters()
    throws IOException
```

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Naming Conventions for AST

- Most AST classes have names similar to nonterminals in the grammar.
 - `Program` – `FunctionDecl`
 - `AssignmentStmt` – `LoopStmt`
- The parsing method for that nonterminal will create the corresponding AST object.
 - `parseProgram` returns a `Program` object
 - `parseLoopStmt` returns a `LoopStmt` object
 - etc.
- Parsing methods with plural names will return lists of AST objects.
 - the grammar was written to have this property.

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Naming Conventions for AST (continued)

Example

```
public abstract class Statement extends AST ...
public class LoopStmt extends Statement ...
```

- The parsing method `parseLoopStmt()` would be responsible for creating the AST node for `LoopStmt`. Instead of returning `void`, method `parseLoopStmt()` will return an object of class `LoopStmt`.
- Similarly, the parsing method `parseStatements()` will return a list of `Statement` objects, where each `Statement` object is either an `AssignmentStmt`, a `LoopStmt`, an `IfStmt`, etc.

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Method `parseLiteral()`

- Method `parseLiteral()` is a special case.
- Since literals are tokens returned from the scanner, method `parseLiteral()` simply returns a `Token`. There is no AST class named `Literal`.
- Relevant Grammar Rules


```
literal = intLiteral | charLiteral | stringLiteral
        | booleanLiteral .
booleanLiteral = "true" | "false" .
```
- Method

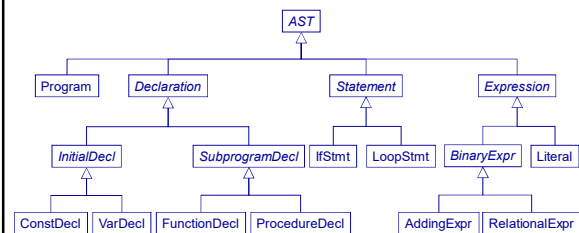

```
public Token parseLiteral() throws IOException
{
    ...
}
```

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Partial AST Inheritance Diagram for the Language CPRL

(names for abstract classes are shown in *italics*)

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Language Constraints Associated With Identifiers

- A parser built using only the set of parsing rules will not reject programs that violate certain language constraints such as "an identifier must be declared exactly once".
- Examples: Valid syntax but not valid with respect to contextual constraints

```
var x : Integer;      var c : Char;
begin                begin
  y := 5;             c := -3;
end.                  end.
```

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Class IdTable

- We will extend class IdTable to help track not only of the types of identifiers that have been declared, but also of their declarations.
- Class Declaration is part of the AST hierarchy. A declaration object contains a reference to the identifier token and information about its type. We will use different subclasses of Declaration for kinds of declarations; e.g., ConstDecl, VarDecl, ProcedureDecl, etc.

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Selected Methods in the Modified Version of IdTable

```
/**
 * Opens a new scope for identifiers.
 */
public void openScope()

/**
 * Closes the outermost scope.
 */
public void closeScope()

/**
 * Add a declaration at the current scope level.
 * @throws ParserException if the identifier token associated
 * with the declaration is already
 * defined in the current scope.
 */
public void add(Declaration decl) throws ParserException
```

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Selected Methods in the Modified Version of IdTable (continued)

```
/**
 * Returns the Declaration associated with the identifier
 * token. Searches enclosing scopes if necessary.
 */
public Declaration get(Token idToken)

/**
 * Returns the current scope level.
 */
public ScopeLevel getCurrentLevel()
```

Note: ScopeLevel is an enum class with only two values, PROGRAM and SUBPROGRAM.

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Adding Declarations to IdTable

- When an identifier is declared, the parser will attempt to add the declaration to the table within the current scope. (The declaration already contains the identifier token.)
 - throws an exception if a declaration with the same name (same token text) has been previously declared in the current scope.

- Example (in method parseConstDecl())

```
Token constId = scanner.getToken();
...
constDecl = new ConstDecl(constId, constType, literal);
idTable.add(constDecl);
```

Throws a ParserException if the identifier token constId is already defined in the current scope

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Interface NamedDecl

- Identifiers declared using VarDecl (SingleVarDecl) or ParameterDecl have similar uses within CPRL; e.g.,


```
x := y;
```
- Variable x could have been declared in a variable declaration or a parameter declaration.
 - similarly for the named value y
- There is a need to treat both types of declarations uniformly at several points during parsing, which we achieve by creating interface NamedDecl and specifying that SingleVarDecl and ParameterDecl implement this interface.

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Example: Using Interface NamedDecl

```
// excerpt from parseStatement()

if (symbol == Symbol.identifier)
{
    Declaration decl = idTable.get(scanner.getToken());

    if (decl != null)
    {
        if (decl instanceof NamedDecl)
            stmt = parseAssignmentStmt();
        ...
    }
}
...
```

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Using IdTable to Check Applied Occurrences of Identifiers

- When an identifier is encountered in the statement part of the program or a subprogram (e.g., as part of an expression or subprogram call), the parser will
 - check that the identifier has been declared
 - use the information about how the identifier was declared to facilitate correct parsing (e.g., you can't assign a value to an identifier that was declared as a constant.)

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Using IdTable to Check Applied Occurrences of Identifiers (continued)

- Example (in method parseVariableExpr())


```
Token idToken = scanner.getToken();
match(Symbol.identifier);
Declaration decl = idTable.get(idToken);

if (decl == null)
    throw error("Identifier \"" + idToken
        + "\" has not been declared.");
else if (!(decl instanceof NamedDecl))
    throw error("Identifier \"" + idToken
        + "\" is not a variable.");
```

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Types in CPRL

- The compiler uses two classes to provide support for CPRL types.
- Class Type encapsulates the language types and their sizes.
 - Predefined types are declared as static constants.
 - Class Type also contains a static method that returns the type of a literal symbol.


```
public static Type get.TypeOf(Symbol literal)
```
- Class ArrayType extends Type to provide additional support for arrays.

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Class Type

- Class Type encapsulates the language types and sizes (number of bytes) for the programming language CPRL.
- Type sizes are initialized to values appropriate for the CPRL virtual machine.
 - 4 for Integer 2 for Character
 - 1 for Boolean etc.
- Predefined types are declared as static constants.


```
public static final Type Boolean = new Type(...);
public static final Type Integer = new Type(...);
public static final Type Char   = new Type(...);
public static final Type String = new Type(...);
public static final Type Address = new Type(...);
public static final Type UNKNOWN = new Type(...);
```

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Class ArrayType

- Class ArrayType extends class Type.
 - therefore array types are also types
- In addition to the total size of the array, class ArrayType also keeps track of the number and type of elements.


```
/**
 * Construct an array type with the specified name, number of
 * elements, and the type of elements contained in the array.
 */
public ArrayType(String typeName, int numElements,
    Type elementType)
```
- When the parser parses an array type declaration, the constructor for AST class ArrayTypeDecl creates an ArrayType object.

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Example: Parsing a ConstDecl

```
/**
 * Parse the following grammar rule:<br>
 * <code>constDecl = "const" constId ":" literal ";" .</code>
 *
 * @return the parsed constant declaration.
 * Returns null declaration if parsing fails.
 */
public InitialDecl parseConstDecl() throws IOException
{
    try
    {
        match(Symbol.constRW);
        Token constId = scanner.getToken();
        match(Symbol.identifier);
```

(continued on next slide)

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Example: Parsing a ConstDecl (continued)

```
match(Symbol.assign);
Token literal = parseLiteral();
match(Symbol.semicolon);

Type constType = Type.UNKNOWN;
if (literal != null)
    constType = Type.getTypeOf(literal.getSymbol());

ConstDecl constDecl
    = new ConstDecl(constId, constType, literal);
idTable.add(constDecl);
return constDecl;
}
```

(continued on next slide)

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Example: Parsing a ConstDecl (continued)

```
catch (ParserException e)
{
    ErrorHandler.getInstance().reportError(e);
    recover(initialDeclFollowers);
    return null;
}
```

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The Scope Level of a Variable Declaration

- During code generation, when a variable or named value is referenced in the statement part of a program or subprogram, we need to be able to determine where the variable was declared.
- Class IdTable contains a method `getCurrentLevel()` that returns the block nesting level for the current scope.
 - PROGRAM for objects declared at the outermost (program) scope.
 - SUBPROGRAM for objects declared within a subprogram.
- When a variable is **declared**, the declaration is initialized with the current level.


```
ScopeLevel scopeLevel = idTable.getCurrentLevel();
varDecl = new VarDecl(identifiers, varType, scopeLevel);
```

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Example: Scope Levels

```
var x : Integer; // scope level of declaration is PROGRAM
var y : Integer; // scope level of declaration is PROGRAM

procedure p is // scope level of declaration is PROGRAM
    var x : Integer; // scope level of declaration is SUBPROGRAM
    var b : Integer; // scope level of declaration is SUBPROGRAM
begin
    ... x ... // x was declared at SUBPROGRAM scope
    ... b ... // b was declared at SUBPROGRAM scope
    ... y ... // y was declared at PROGRAM scope
end p;

begin
    ... x ... // x was declared at PROGRAM scope
    ... y ... // y was declared at PROGRAM scope
    ... p ... // p was declared at PROGRAM scope
end.
```

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VarDecl versus SingleVarDecl

- A variable declaration can declare several identifies all with the same type, as in


```
var x, y, z : Integer;
```
- This declaration is logically equivalent to declaring each variable separately, as in


```
var x : Integer;
var y : Integer;
var z : Integer;
```
- To simplify constraint checking and code generation, within the AST we will view a variable declaration as a collection of single variable declarations.

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Class SingleVarDecl

```
public class SingleVarDecl extends InitialDecl
    implements NamedDecl
{
    private ScopeLevel scopeLevel;
    ...

    public SingleVarDecl(Token identifier, Type varType,
        ScopeLevel scopeLevel)
    {
        super(identifier, varType);
        this.scopeLevel = scopeLevel;
    }
    ...
}
```

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Class VarDecl

```
public class VarDecl extends InitialDecl
{
    // the list of SingleVarDecls for the variable declaration
    private List<SingleVarDecl> singleVarDecls;

    public VarDecl(List<Token> identifiers, Type varType,
        ScopeLevel scopeLevel)
    {
        super(null, varType);
        singleVarDecls = new
            ArrayList<SingleVarDecl>(identifiers.size());
        for (Token id : identifiers)
            singleVarDecls.add(new SingleVarDecl(id,
                varType, scopeLevel));
    }
    ...
}
```

A VarDecl is simply a list of SingleVarDecls.

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Method parseInitialDecls()

- Method parseInitialDecls() constructs/returns a list of initial declarations.
- For constant and array type declarations, this method simply adds them to the list.
- For variable declarations (VarDecls), this method extracts the list of single variable declarations (SingleVarDecls) and adds them to the list. The original VarDecl is no longer used after this point.

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Method parseInitialDecls() (continued)

```
...

InitialDecl decl = parseInitialDecl();

if (decl instanceof VarDecl)
{
    // add the single variable declarations
    VarDecl varDecl = (VarDecl) decl;
    for (SingleVarDecl singleVarDecl : varDecl.getSingleVarDecls())
        initialDecls.add(singleVarDecl);
}
else
    initialDecls.add(decl);
```

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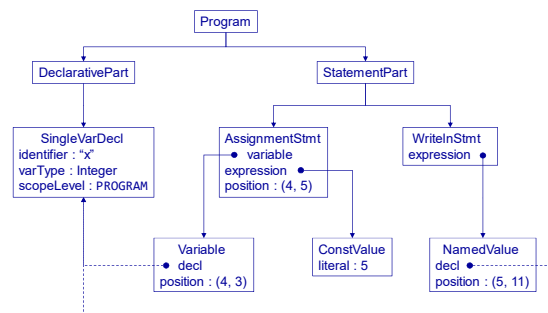
Example: Abstract Syntax Tree

```
var x : Integer;
begin
    x := 5;
    writeln x;
end.
```

(AST for this example is on the next slide.)

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Example: Abstract Syntax Tree (continued)



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Maintaining Context During Parsing

- Certain CPRL statements need access to an enclosing context for constraint checking and code generation.
- Example: `exit` when `n > 10`;
An `exit` statement has meaning only when nested inside a loop., and code generation for an `exit` statement requires knowledge of which loop encloses it.
- Similarly, a `return` statement needs to know which subprogram it is returning from.
- Classes `LoopContext` and `SubprogramContext` will be used to maintain contextual information in these cases.

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Class LoopContext

```
/**
 * Returns the loop statement currently being parsed;
 * returns null if no such loop statement exists.
 */
public LoopStmt getLoopStmt()

/**
 * Called when starting to parse a loop statement.
 */
public void beginLoop(LoopStmt stmt)

/**
 * Called when finished parsing a loop statement.
 */
public void endLoop()
```

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Class SubprogramContext

```
/**
 * Returns the subprogram declaration currently being
 * parsed. Returns null if no such procedure exists.
 */
public SubprogramDecl getSubprogramDecl()

/**
 * Called when starting to parse a subprogram declaration.
 */
public void beginSubprogramDecl(SubprogramDecl subprogDecl)

/**
 * Called when finished parsing a procedure declaration.
 */
public void endSubprogramDecl()
```

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Example: Using Context During Parsing

- When parsing a loop statement:

```
LoopStmt stmt = new LoopStmt();
...
loopContext.beginLoop(stmt);
stmt.setStatements(parseStatements());
loopContext.endLoop();
```
- When parsing an `exit` statement:

```
ExitStmt stmt = null;
...
LoopStmt loopStmt = loopContext.getLoopStmt();
if (loopStmt == null)
    throw error(exitPosition,
        "Exit statement is not nested within a loop");
stmt = new ExitStmt(expr, loopStmt);
```

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Version 3 of the Parser (Abstract Syntax Trees)

- Create AST classes in package `"...ast"`
- Add generation of AST structure; i.e., parsing methods should return AST objects or lists of AST objects.
- Use empty bodies when overriding abstract methods `checkConstraints()` and `emit()`.
- Use complete version of `IdTable` to check for scope errors.
- Use class `Context` to check `exit` and `return` statements.

At this point your compiler should accept all legal programs and reject most illegal programs. Some programs with type or other miscellaneous errors will not yet be rejected.

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