

COS341 Project 2 (2017): *Static Semantics of SPL*

Part *b*

SCOPE ANALYSIS

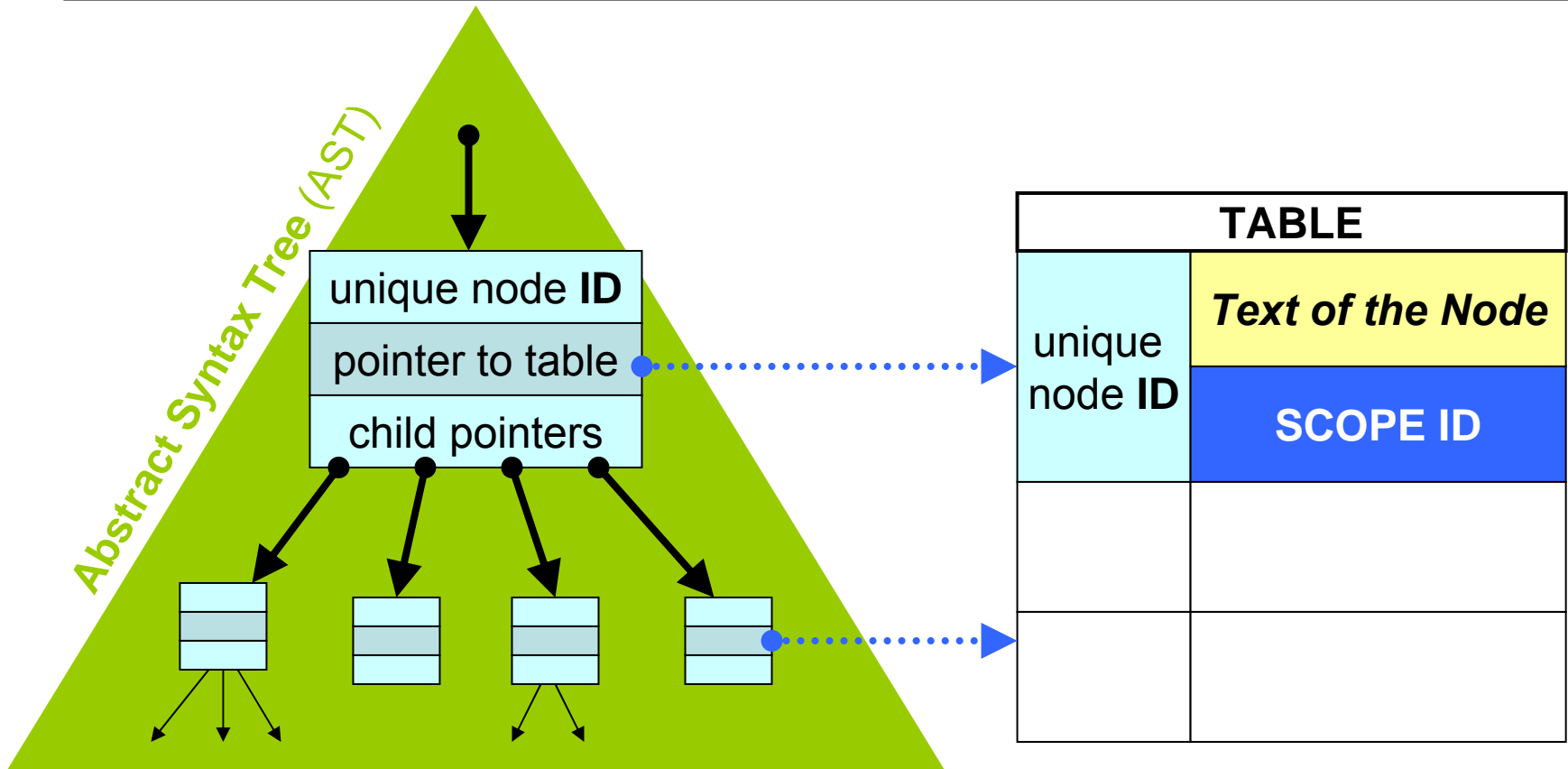
Preliminaries

- Whether or not two *same-named lexical entities* refer to the same value-object (in RAM) does not only depend on the TYPE of those same-named lexical entities,
 - (previous sub-project 2*a*)
- it **also depends on where** in a program two same-named-and-same-typed lexical **entities are positioned** (in the program's Syntax Tree)
 - (this sub-project 2*b*)

Preliminaries

- In all the following **examples** it is always **assumed** that **two same-named lexical entities also have the same type**.
 - If they were of different types, then they could never refer to the same value objects in RAM anyway,
 - (as we had already learned in sub-project 2a).

Goal of this Sub-Project *2b*:

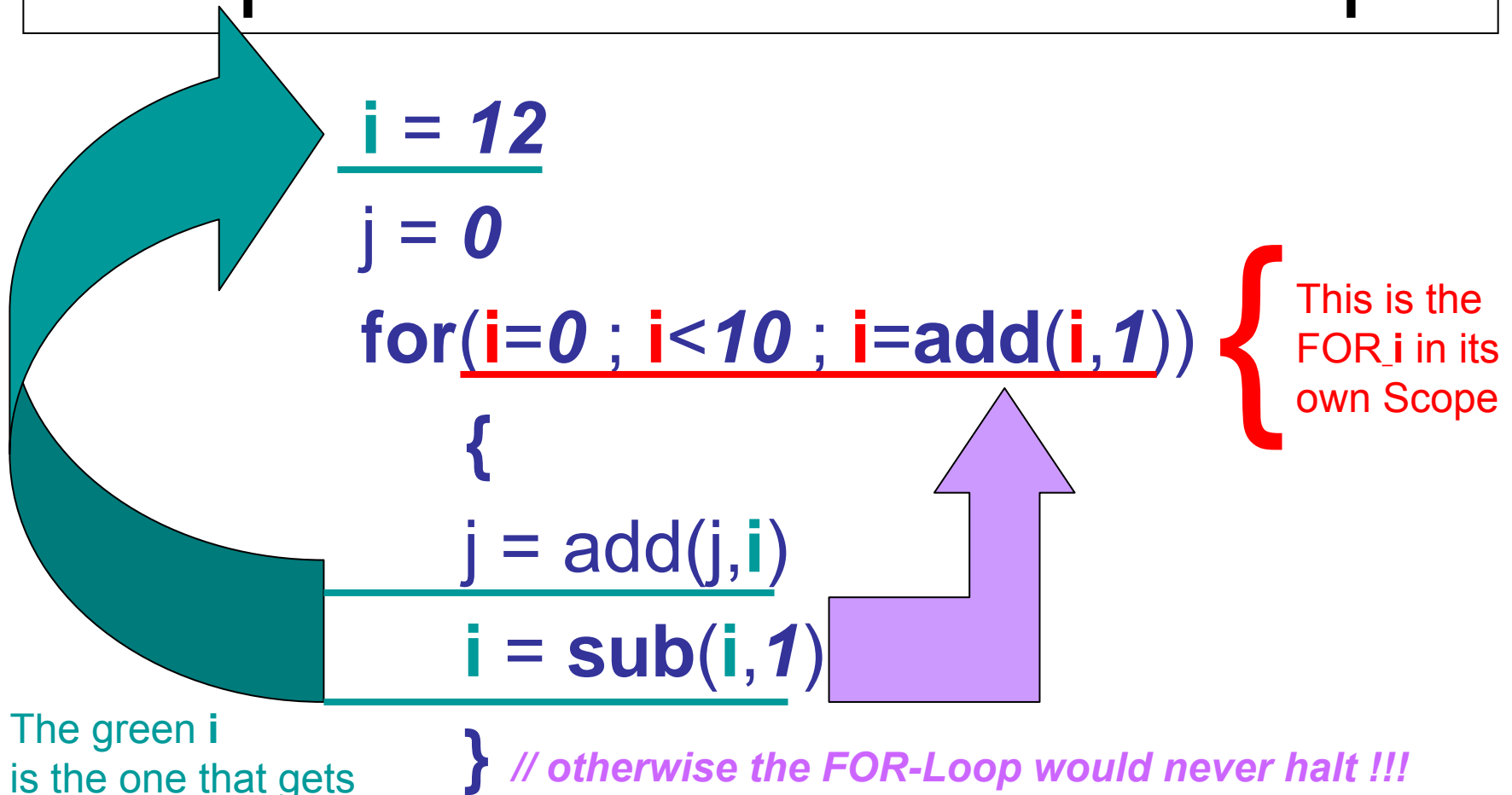


To attach to each node in the already existing Abstract Syntax Tree a suitable **Scope ID**, on the basis of which it can be decided whether or not two same-named-and-same-typed Variables belong to the same Scope

SPL Scoping:

Examples and Rules

In **SPL** the Condition of a FOR-Loop constitutes its own Scope

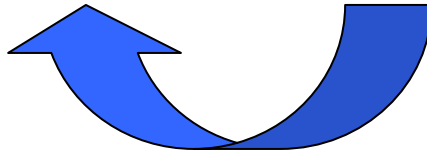


The green i
is the one that gets
modified by the sub

calculation: The two green i are in the same scope (have the **same Scope ID**)

Scoping for the *SPL* Grammar Rule

PROG → **CODE** ; **PROC_DEFS**



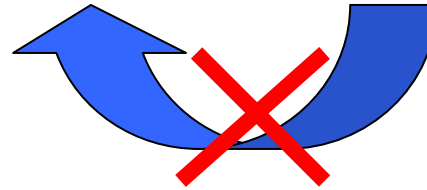
PROC_DEFS “**can see**” variables in CODE

- If two *same-named-and-same-typed lexical* entities (*Variables*) appear in CODE **and** in PROC_DEFS then these two Variables are *in the same Scope* (and hence: refer to the same value-object in RAM).

Exception: Scoping of the FOR-Loop-Condition, as on the previous slide!

Scoping for the *SPL* Grammar Rule

PROC_DEFS → PROC PROC_DEFS



PROC_DEFS “cannot see”
variables in PROC nor vice-versa

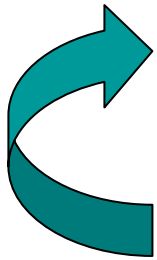
- If two *same-named-and-same-typed lexical entities (Variables)* appear in two *separate (non-nested) Procedure Definitions*, then they are **NOT** in the same scope (hence: refer to *different value-objects* in the RAM)

Exception:

Scoping of **PROG** → **CODE** ; **PROC_DEFS** as stated on the previous slide.

SPL Example

the x
entities
are the
same



x = 12 ;

myproc { **a** = sub(x,1) }

yourproc { **a** = add(x,7) }

The red **a** and
the blue **a** refer
to different
value objects;
they are **NOT**
in the same
scope

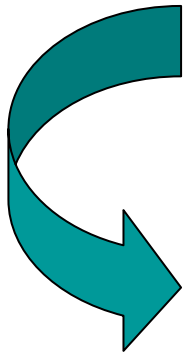
Scoping for the **combination of**
PROG → **CODE** ; **PROC_DEFS**
PROC_DEFS → **PROC** **PROC_DEFS**

- If *two same-named procedure definitions* occur “behind” **CODE**; (at the level of **PROG**) then the *second* procedure definition is in the *scope level “infinity”* ∞ (i.e.: un-reachable, or illegal)

SPL Example

$x = 12$

*in the
same
scope:
will be
called*



myproc

output(x)

myproc

myproc

{ $x = \text{add}(x, 1)$ }

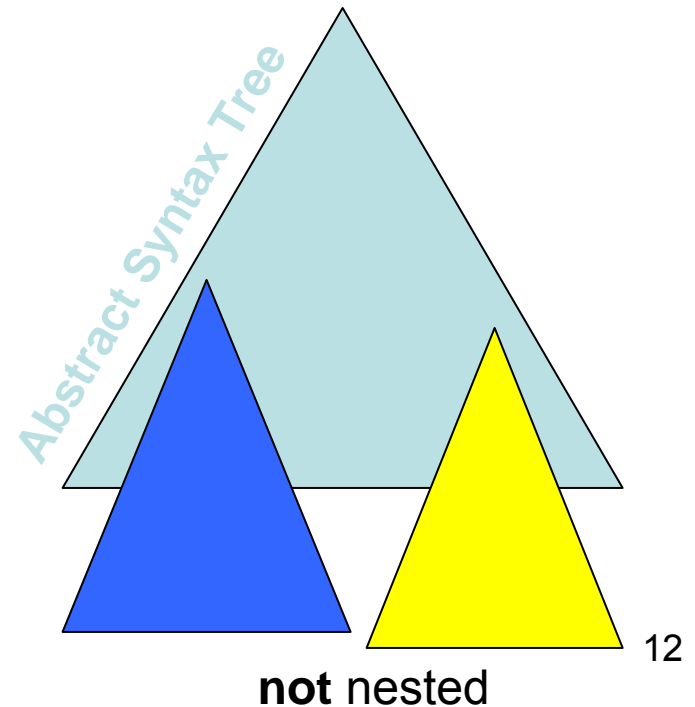
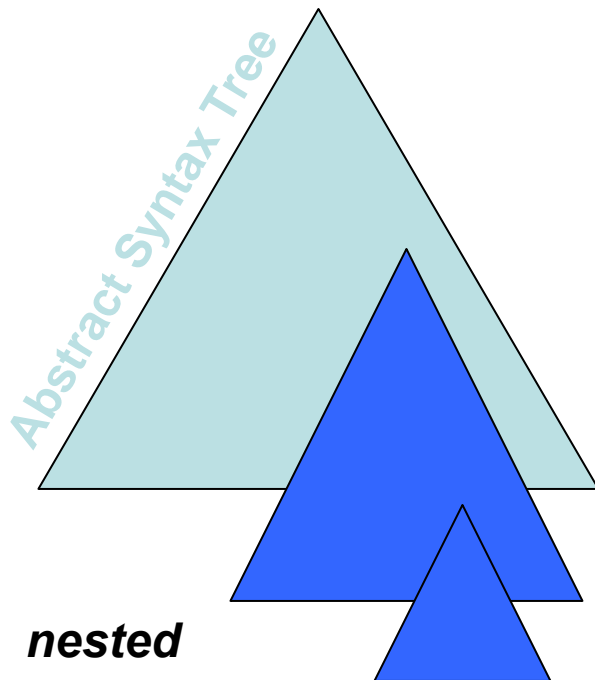
{ $x = \text{sub}(x, 1)$ }

***name clash
in PROG !!***

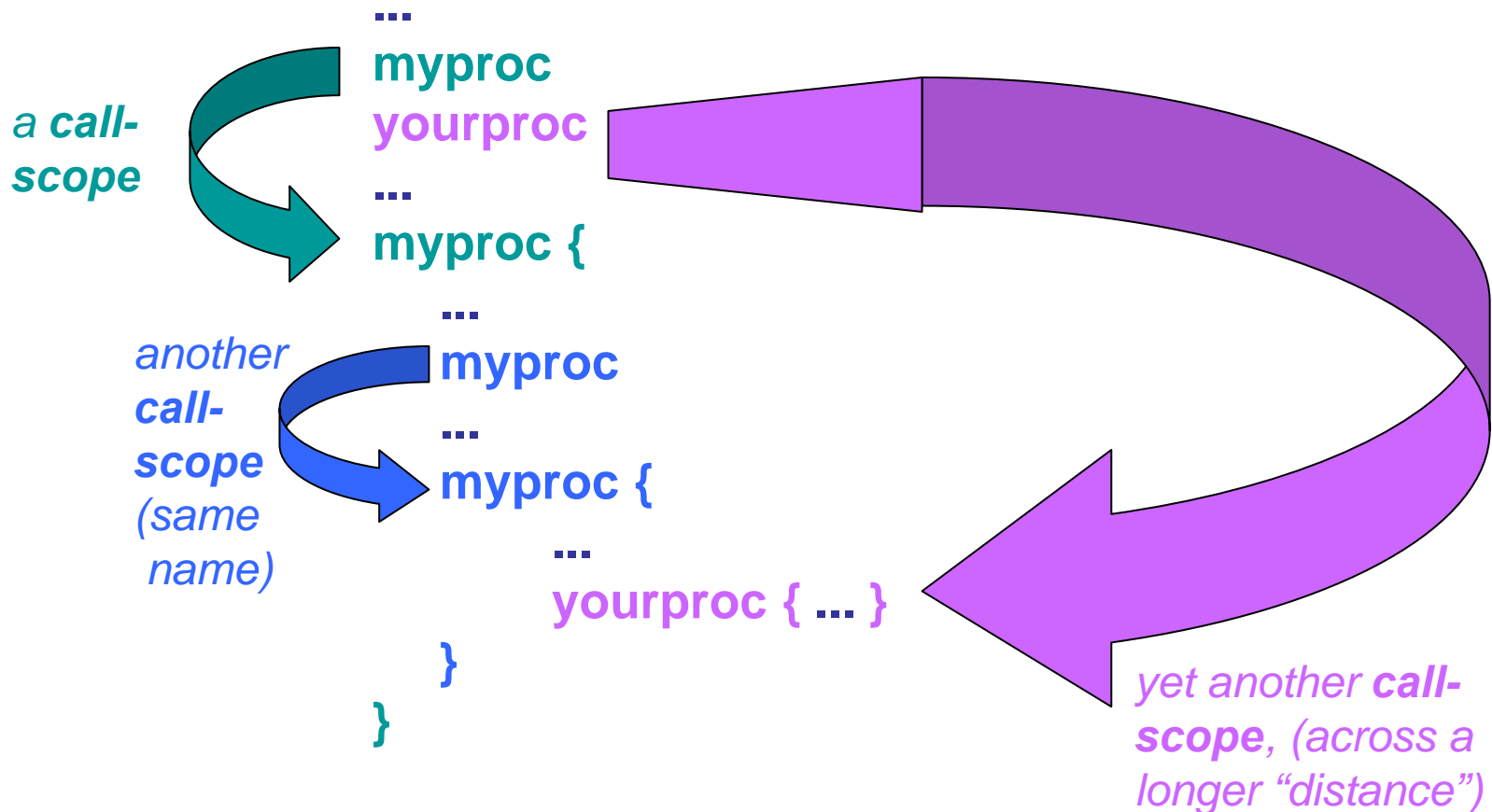
*Scope
Level ∞
makes the
“clashing”
procedure
declaration
“invisible”*

Nested Procedure Definitions

- **Scoping Rule** = “*The Outer-Most Visible Procedure is called from Top to Bottom*”
(in particular: where **nested** procedures are same-named)



SPL Example: Nested Procedures

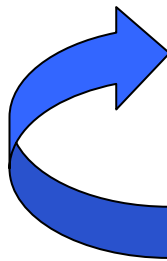


Note: in ***SPL***, "***upwards***" is never a legal procedure call-direction!!

Special scope case: **output**(**VAR**)

- Because **VAR** can be number or string, we define that we shall always output the “*nearest fitting*” number or string variable “*before*” the output command in the AST.
- **SPL** Example:

In the
Abstract Syntax Tree
(AST), x is the “*nearest fitting*” variable in the
SCOPE of **output(x)**



```
x = 12      // number type  
x = “hello” // string type  
x          // procedure type  
output(x)  
proc x { ... }
```



Your TASK:

IMPLEMENT and TEST
the *SPL* **Scope Allocation**

Your algorithm must “crawl through” the Abstract Syntax Tree,
until all Scope Information is found and written into the Table!

And now...

HAPPY PAIR-CODING!



Note: Plagiarism is forbidden!
Code swapping with other pairs
of project students is also not
allowed