

Lecture 17

Semantics Analysis

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• Bottom-up parsing of translation scheme



- Bottom-up parsing of translation scheme
- Inherited Attributes on the parser stack



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- Simulating the evaluation of inherited attributes



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- Inherited Attributes on the parser stack
- Simulating the evaluation of inherited attributes
- General Algorithm



• A type is a set of values



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 - Catches most common programming errors at compile time
 - Avoids runtime overhead
 - May be restrictive in some situations
 - Rapid prototyping may be difficult



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 - ► Enumerated type: (voilet,indigo, red)
 - ► Constructed Type: array, record, pointers, functions



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 - type error: error during type checking
 - void: no type value



Type Constructor

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- Function: function maps domain set to range set. It is denoted by type expression $D \to R$ function $f(char\ a, char\ b)$: *integer; is denoted by $char \times char \to pointer(integer)$





type row = record



```
type row = record
  addr : integer;
```



```
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  addr : integer;
  lexeme : array [1 .. 15] of char
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var table: array [1 .. 10] of row;
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    addr : integer;
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end;
var table: array [1 .. 10] of row;
• type expression of table is array(1 ... 10, row)
```



 Records: it applies to a tuple formed from field names and field types. Consider the declaration

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    lexeme : array [1 .. 15] of char
end;
var table: array [1 .. 10] of row;
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• The type row has type expression



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   lexeme : array [1 .. 15] of char
end;
var table: array [1 .. 10] of row;
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- type expression of table is array(1 \cdots 10, row)
- The type row has type expression
- record ((addr \times integer) \times (lexeme \times array(1 \cdots 15, char)))



• $D \rightarrow id : T$ addtype(id.entry, T.type)



• $D \rightarrow id : T$ addtype(id.entry, T.type) $T \rightarrow char$ T.type = char



• $D \rightarrow id : T$ addtype(id.entry, T.type) $T \rightarrow char$ T.type = char $T \rightarrow integer$ T.type = int



• $D \rightarrow id : T$ addtype(id.entry, T.type) $T \rightarrow char$ T.type = char $T \rightarrow integer$ T.type = int $T \rightarrow^* T_1$ $T.type = pointer(T_1.type)$



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• D 	o id : T addtype(id.entry, T.type)

T 	o char T.type = char

T 	o integer T.type = int

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T 	o array[num] of T_1 T.type = array(1 \cdots num, T_1.type)
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 $E \rightarrow E1(E2)$

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    D → id: T addtype(id.entry, T.type)
        T → char T.type = char
        T → integer T.type = int
        T →* T<sub>1</sub> T.type = pointer(T<sub>1</sub>.type)
        T → array[num] of T<sub>1</sub> T.type = array(1 ··· num, T<sub>1</sub>.type)
    Type Checking for Function
        E → E1(E2)
        E.type = if E2.type == s and E1.type == s → t
```



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    Type Checking for Function
        E → E1(E2)
        E.type = if E2.type == s and E1.type == s → t
        then t
```



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• D \rightarrow id : T addtype(id.entry, T.type)
   T \rightarrow char \quad T.type = char
   T \rightarrow integer T.type = int
   T \rightarrow^* T_1 T.type = pointer(T_1.type)
   T \rightarrow array[num] \text{ of } T_1 \quad T.type = array(1 \cdots num, T_1.type)

    Type Checking for Function

   E \rightarrow E1(E2)
   E.tvpe = if E2.tvpe == s \text{ and } E1.tvpe == s \rightarrow t
   then t
   else type_error
```



• $E \rightarrow literal$ E.type = char



- $E \rightarrow literal$ E.type = char
- $E \rightarrow num$ E.type = integer



- $E \rightarrow literal$ E.type = char
- $E \rightarrow num$ E.type = integer
- $E \rightarrow id$ E.type = lookup(id.entry)



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- $E \rightarrow num$ E.type = integer
- $E \rightarrow id$ E.type = lookup(id.entry)
- ullet $E
 ightarrow E_1 \ mod \ E_2$ $E.type = if \ E_1.type == integer \ and \ E_2.type == integer \ then integer \ else type_error$



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- $E \rightarrow id$ E.type = lookup(id.entry)
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 ightarrow E_1 \ mod \ E_2 \ type == integer \ then integer \ else type_error$
- $E o E_1[E_2]$ E.type = if $E_2.type == integer$ and $E_1.type == array(s,t)$ then t else $type_error$



- $E \rightarrow literal$ E.type = char
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 ightarrow E_1 \ mod \ E_2 \ type == integer$ $E_1.type == integer$ $E_2.type == integer$ $E_3.type == integer$ $E_4.type == integer$ $E_4.ty$
- $E o E_1[E_2]$ E.type = if $E_2.type == integer$ and $E_1.type == array(s,t)$ $then \ t$ $else \ type_error$
- $E \rightarrow *E_1$ E.type = if $E_1.type == pointer(t)$ then telse $type_error$





Statements typically do not have values. Special basic type void can be assigned to them.

• $S \rightarrow id = E$ S.Type = if id.type == E.typethen void else type_error



- $S \rightarrow id = E$ S.Type = if id.type == E.typethen void else type_error
- $S \rightarrow if(E)$ then S_1 S. Type = if E.type == boolean then $S_1.$ type else type_error



- $S \rightarrow id = E$ S.Type = if id.type == E.typethen voidelse $type_error$
- $S \rightarrow if(E)$ then S_1 S. Type = if E.type == boolean then $S_1.$ type else type_error
- $S \rightarrow while(E)do S_1$ S.Type = if E.type == booleanthen $S_1.type$ else $tvpe_error$



- $S \rightarrow id = E$ S.Type = if id.type == E.typethen voidelse $type_error$
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- $S \rightarrow while(E)do\ S_1$ $S.Type = if\ E.type == boolean$ then $S_1.type$ else $type_error$
- $S \rightarrow S1$; S2 S.Type = if S1.type == voidand S2.type == voidthen voidelse $type_error$

