三、语义分析
(8. 符号表)

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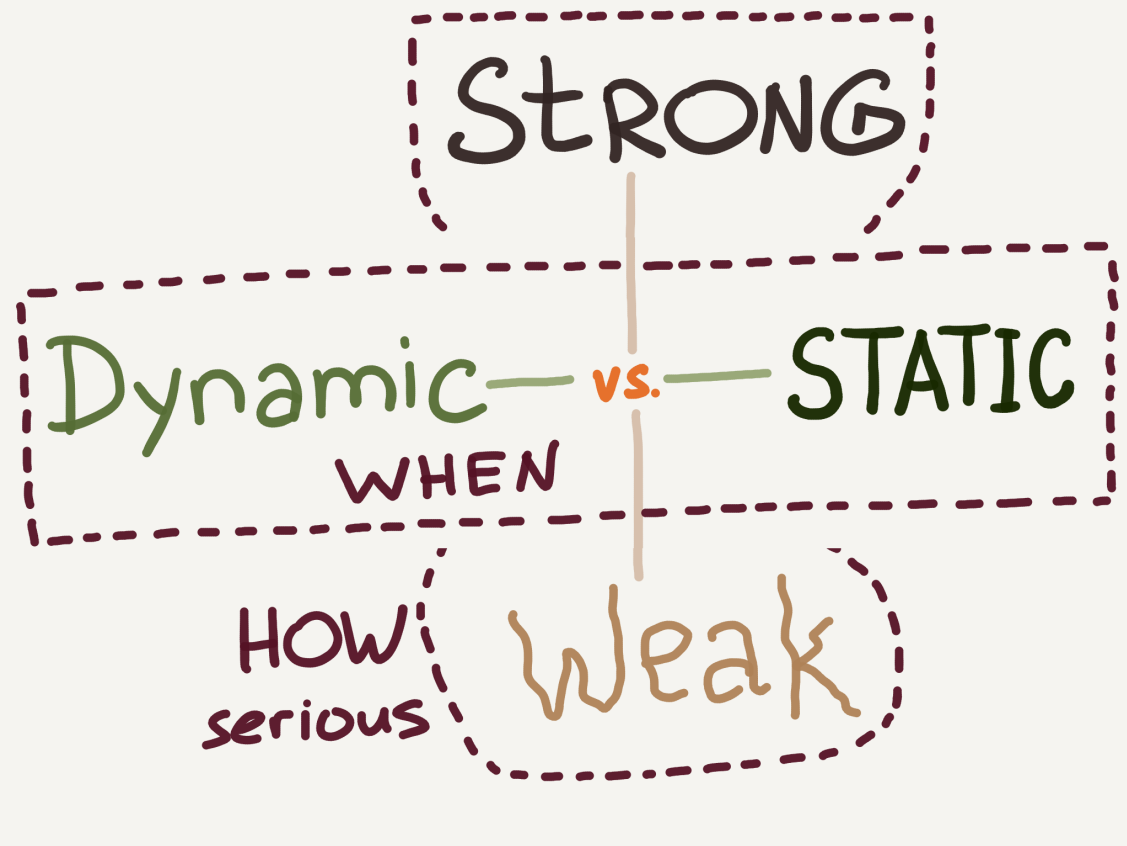
2024 年 04 月 12 日


Semantic
Analysis
Explained
KEYWORD
KEYWORD
KEYWORD

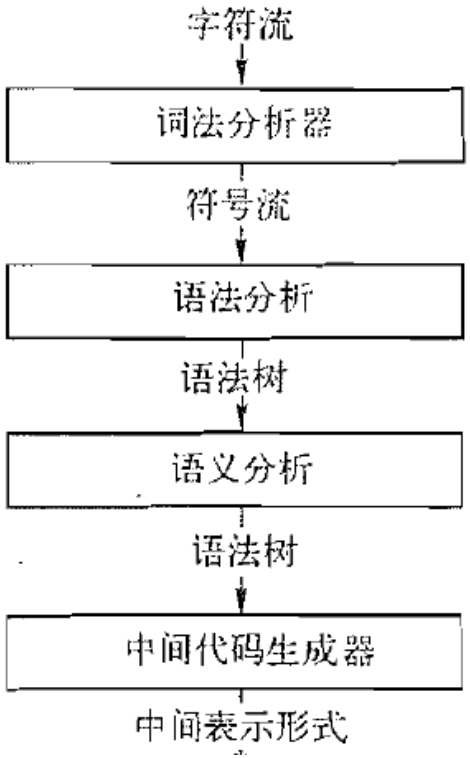
类型检查 (Type Checking)

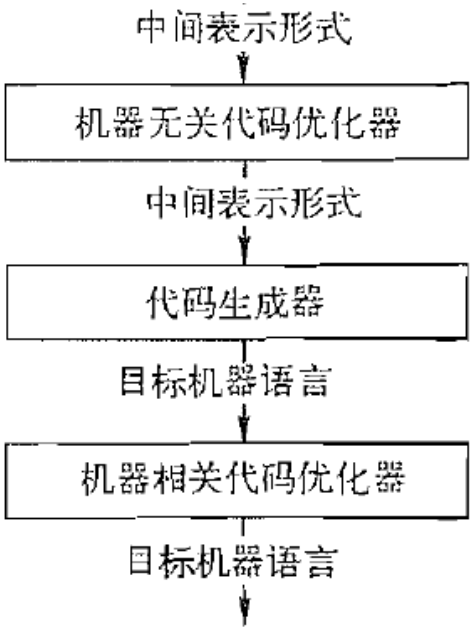


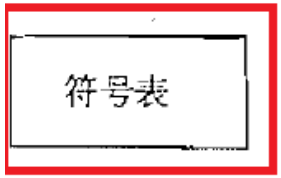
符号 (Symbols) 检查

```
5     int one = 1;
6     int three = one + two;
7     int five = len("Hello");
8
9     int two = one(one);
10    int one = 1;
```

符号: 变量名、函数名、类型名、标签名、...







符号: 变量名、函数名、类型名、标签名、...

Definition (符号表 (Symbol Table))

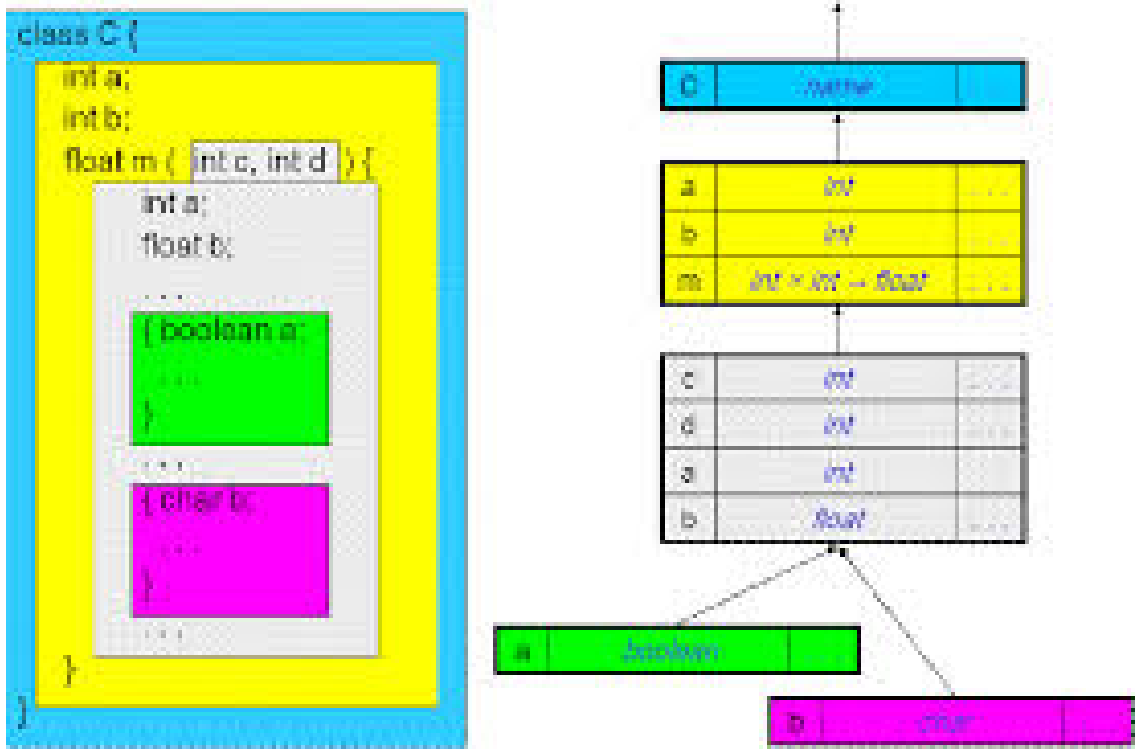
符号表是用于保存**各种符号相关信息**的**数据结构**。

Name	Type	Size	Dimension	Line of Declaration	Line of Usage	Address	···
count	int	4	0	···	···	···	···
str	char[]	5	1	···	···	···	···

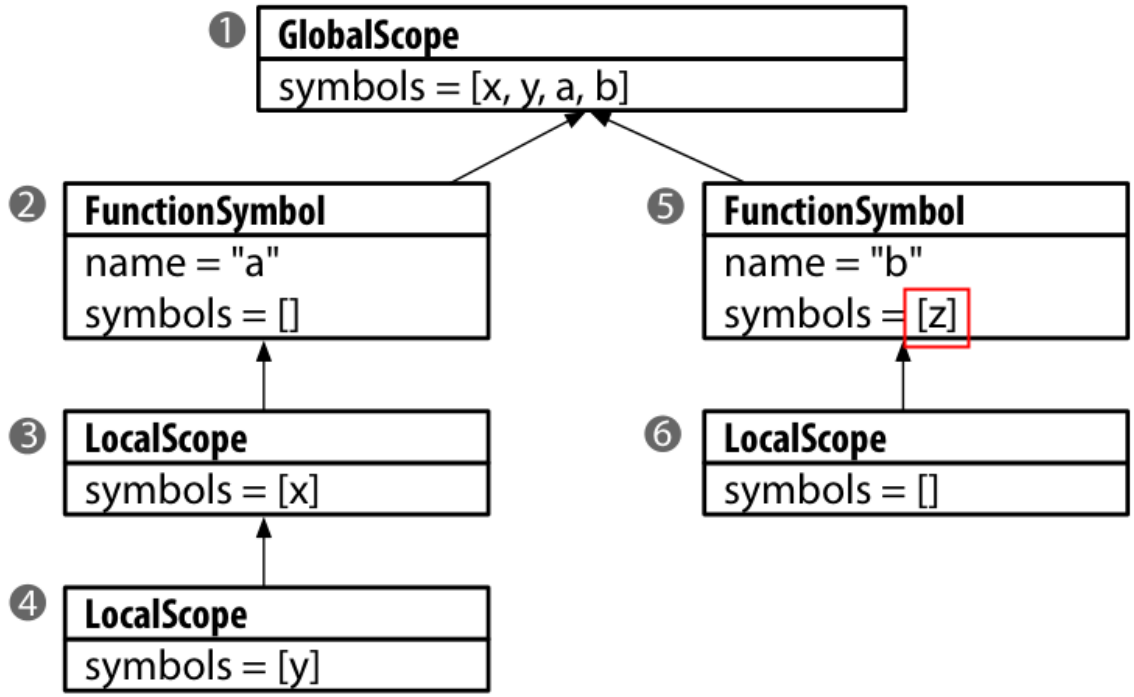
“领域特定语言” (DSL) 通常只有**单作用域** (全局作用域)

```
host=antlr.org
port=80
webmaster=parrt@antlr.org
```

“通用程序设计语言” (GPL) 通常需要**嵌套作用域**



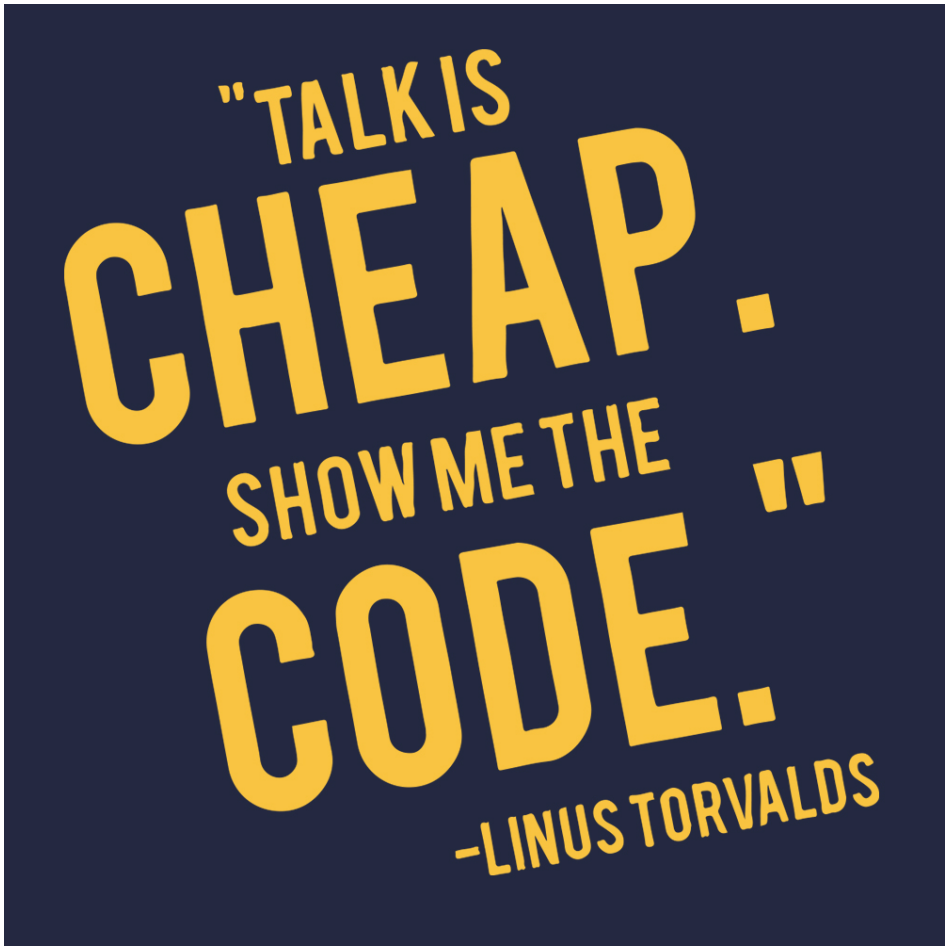
```
1 int x;
  int y;
2 void a()
3 {
      int x;
      x = 1;
      y = 2;
4     { int y = x; }
  }
5 void b(int z)
6 { }
```



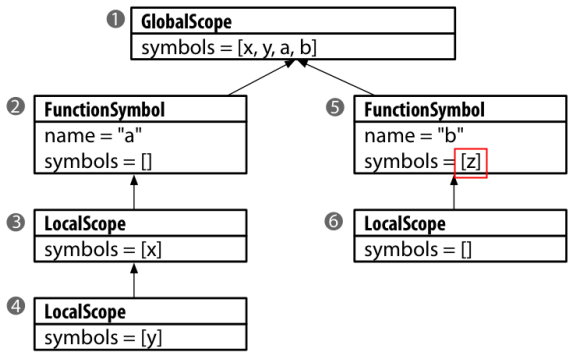
We take a **WRONG** assumption here about `FunctionSymbol`'s scope.

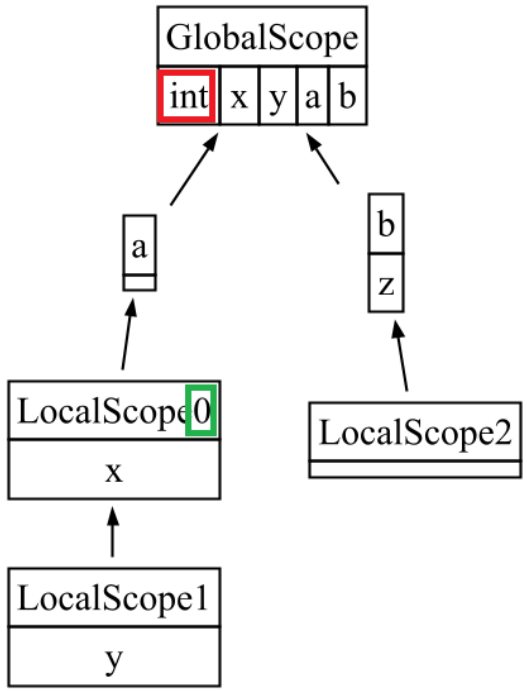
```
public interface Scope {
    public String getScopeName();          // 有名称吗?
    public Scope getEnclosingScope();      // 有外部作用域吗?
    public void define(Symbol sym);        // 在作用域中定义符号
    public Symbol resolve(String name);    // 根据名称查找
}
```

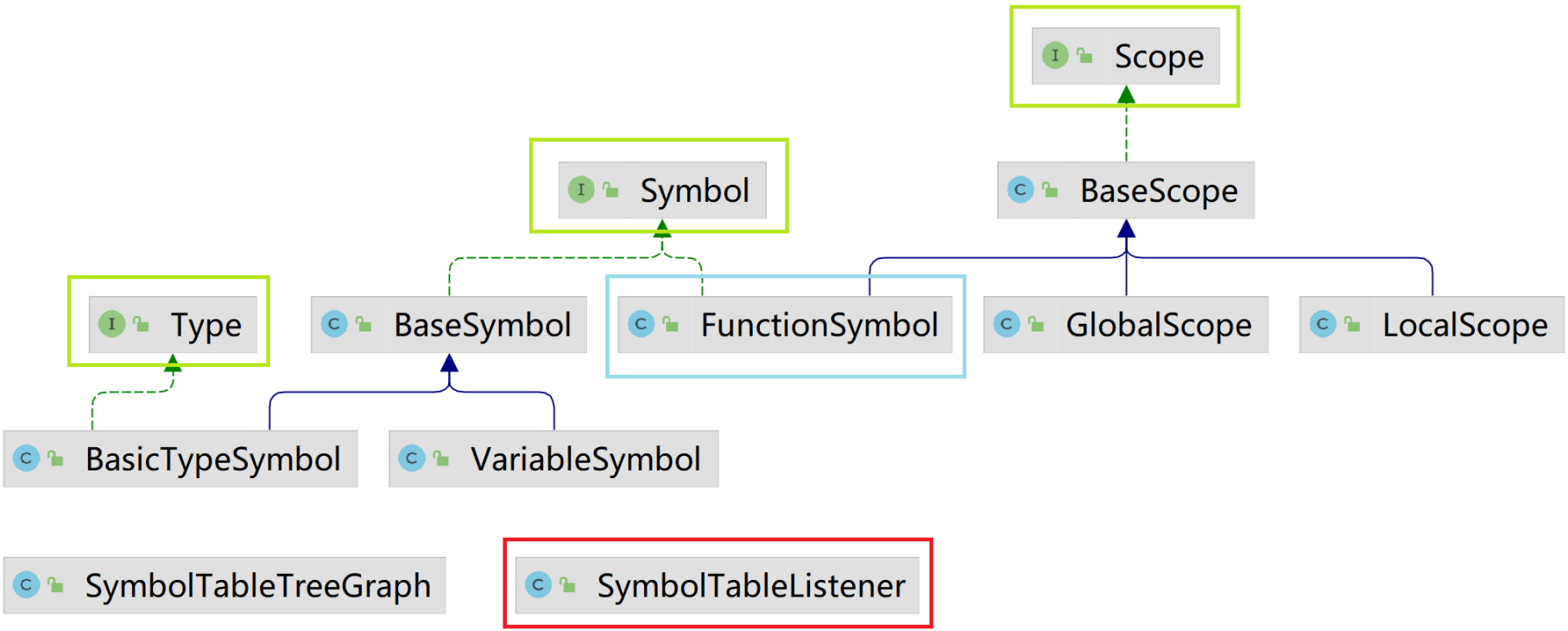
全局作用域、函数/方法作用域、局部作用域


"TALK IS
CHEAP.
SHOW ME THE
CODE."
-LINUS TORVALDS

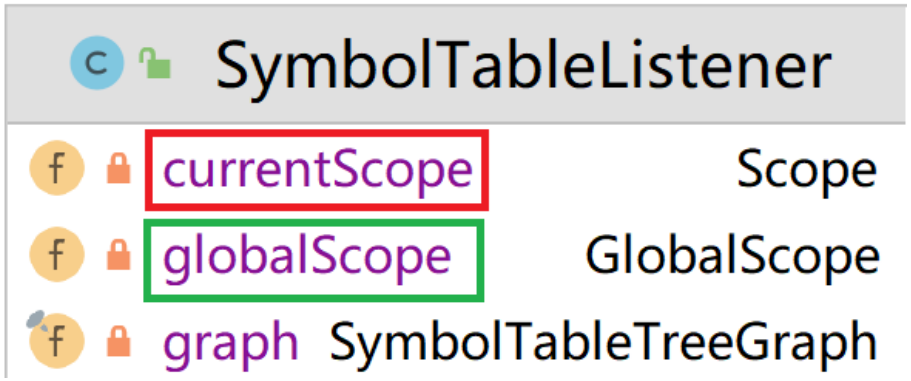
```
1 int x;
  int y;
2 void a()
3 {
      int x;
      x = 1;
      y = 2;
4     { int y = x; }
  }
5 void b(int z)
6 { }
```

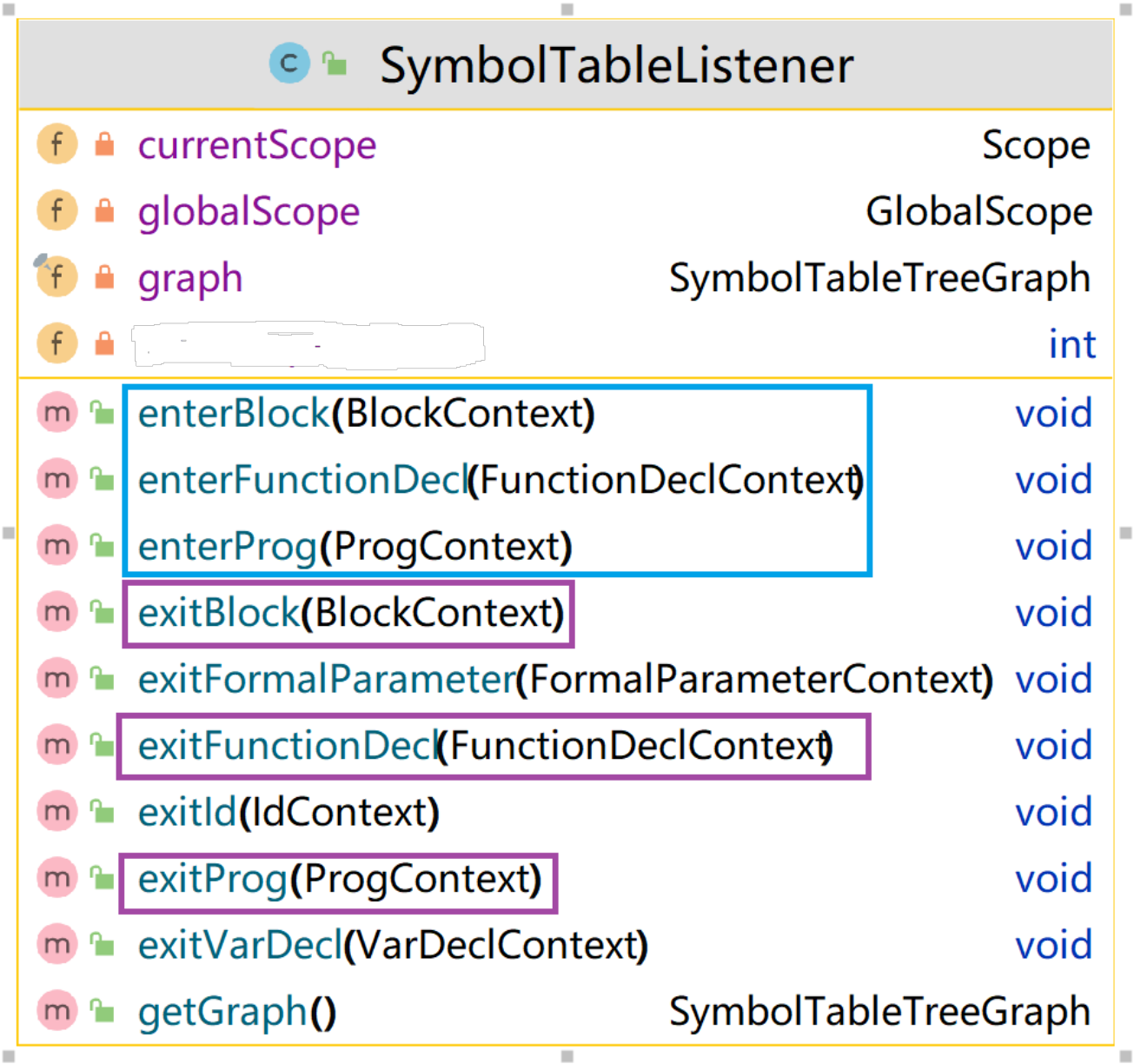





Scope
Symbol
BaseScope
Type
BaseSymbol
FunctionSymbol
GlobalScope
LocalScope
BasicTypeSymbol
VariableSymbol
SymbolTableTreeGraph
SymbolTableListener


SymbolTableListener

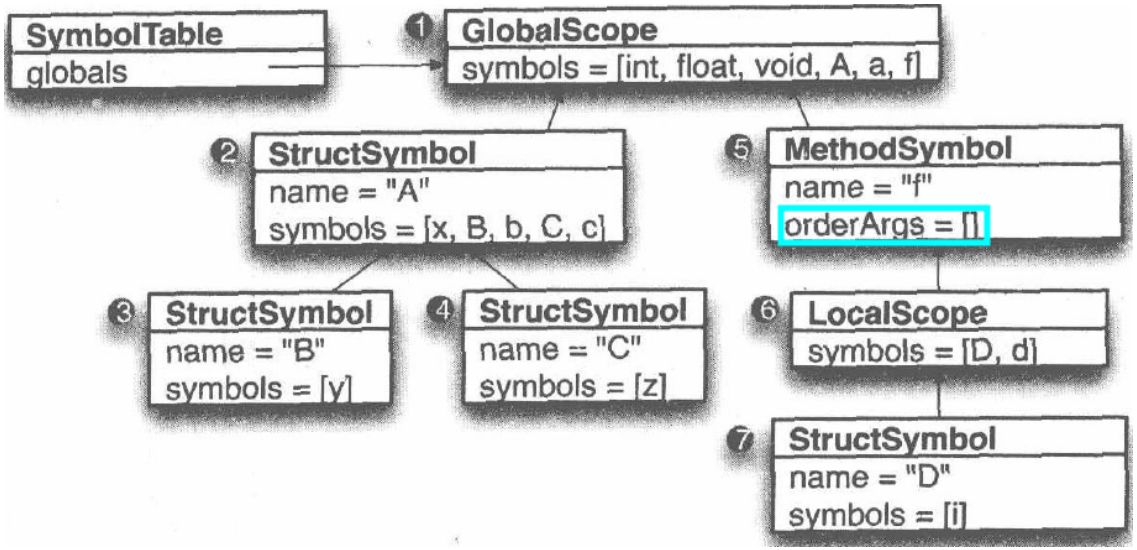

SymbolTableListener
currentScope
Scope
globalScope
GlobalScope
graph
SymbolTableTreeGraph


SymbolTableListener
currentScope
Scope
globalScope
GlobalScope
graph
SymbolTableTreeGraph
int
enterBlock(BlockContext)
void
enterFunctionDecl(FunctionDeclContext)
void
enterProg(ProgContext)
void
exitBlock(BlockContext)
void
exitFormalParameter(FormalParameterContext)
void
exitFunctionDecl(FunctionDeclContext)
void
exitId(IdContext)
void
exitProg(ProgContext)
void
exitVarDecl(VarDeclContext)
void
getGraph()
SymbolTableTreeGraph

struct/class: 类型作用域

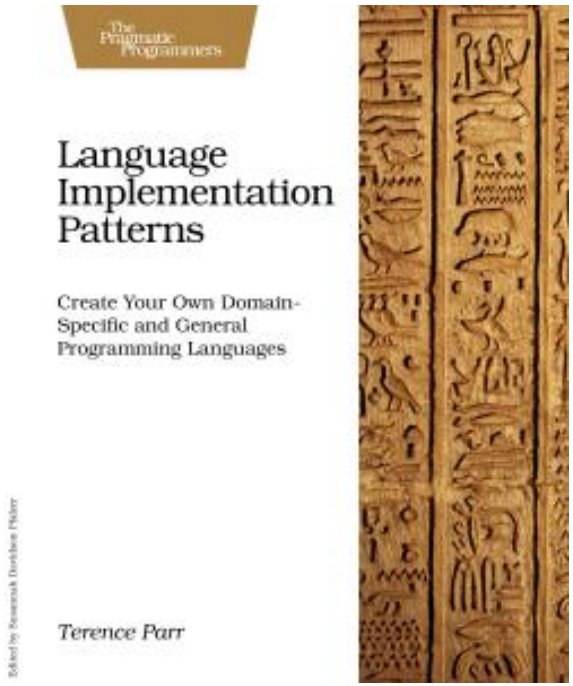
```
❶
❷  struct A {
     int x;
❸    struct B { int y; };
     B b;
❹    struct C {int z; };
     C c;
   };
   A a;

❺  void f()
❻  {
❼    struct D {
       int i;
     };
     D d;
     d.i = a.b.y;
   }
```

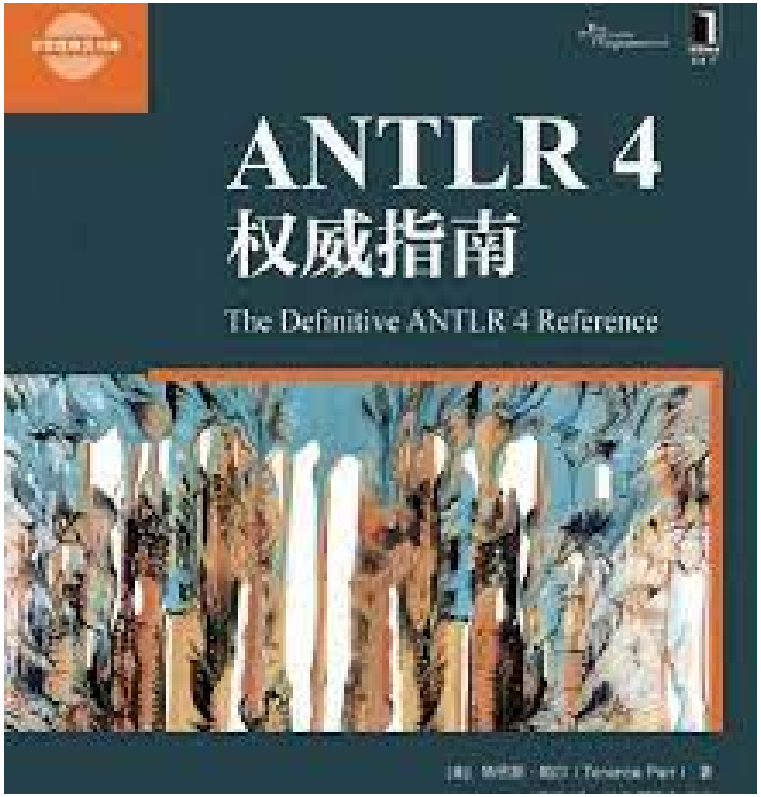


$d.i$ $a.b.y$

第 6 章: 记录并识别程序中的符号



第 7 章: 管理数据聚集的符号表

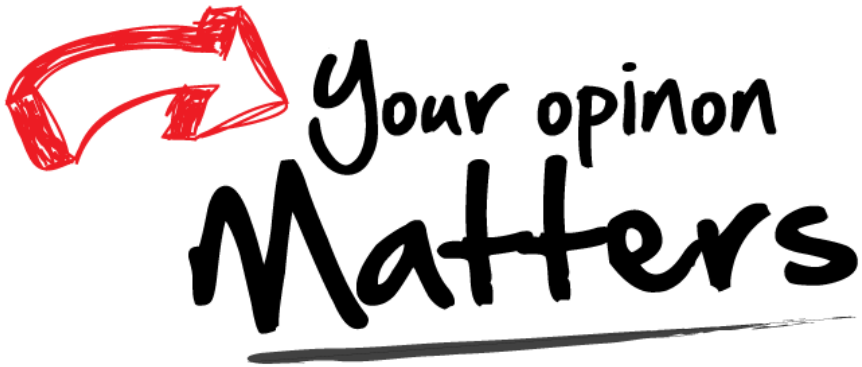


第 8.4 节: 验证程序中符号的使用

symtab @ antlr by parrt

symtab @ cs652 by parrt


Thank
You!



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