

Project Report for Compilers @ Fudan

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Overview

MiniJavaCF is a compiler frontend for **MiniJava** implemented with **ANTLR** v4.5.3.

Functionalities

- Grammar file ✓
 - See `src/MiniJava.g4`.
- Output AST ✓
 - Run `make test` or `make rig` under `src/` to see the result.
- Error handling ✓
 - Error reporting ✓
 - Lexical error ✓
 - Syntactic error ✓
 - Semantic error ✓
 - Error recovery ?
 - For lexical & syntactic error, MiniJavaCF uses **ANTLR's default recovery strategy**, which includes:
 - Single token deletion
 - Single token insertion
 - Sync-and-return
 - ...
 - For semantic error, MiniJavaCF would simply report the error and exit.
- Highlights
 - **Support parsing of operator precedence.**
 - **Human-friendly error reporting.**
 - **Comprehensive semantic analysis with type deduction.**

Source Codes

- `src/`
 - `Class.java` : Encapsulates a class object.
 - `ErrorReporter.java` :
 - `Main.java` : Main class.
 - `Method.java` : Encapsulates a method object.
 - `Scope.java` : Define an interface for scopes like classes and methods.

- `ScopeBuilder.java` : First pass of semantic analysis.
- `Symbol.java` : Define a class for symbols like classes and methods.
- `SymbolChecker.java` : Second pass of semantic analysis.
- `SyntaxErrorListener.java` : Customized error listener
- `TypeChecker.java` : Third pass of semantic analysis.
- `TypeEvaluator.java` : Visitor for type deduction.

Note that ANTLR-generated lexer & parser & listener & visitor codes are omitted here.

About ANTLR

ANTLR is a parser generator. It can generate lexer and parser from a given grammar file. The lexer will convert the input source code into a list of tokens, which is then read and converted to an AST by the parser.

ANTLR has at least two advantages which makes it very suitable for this project:

- ANTLR provides two ways of operating on an AST: listeners and visitors. Since many analyses are essentially **traversing an AST**, it's safe to say that ANTLR gives adequate abstraction and encapsulation.
- ANTLR has **powerful built-in strategy** with error reporting and error recovery. And it also provides interfaces for us to **change the default behavior**.

Workflow

1. Lexical & syntactic analysis
 - Already taken care by ANTLR-generated lexer & parser.
2. First pass of semantic analysis
 - Build the scope tree.
 - Check for duplicated declaration.
3. Second pass of semantic analysis
 - Check for existences of variable type & method return type.
 - Check for cyclic inheritance.
4. Third pass of semantic analysis
 - Check for symbol reference.
 - Check for type compatibility.

Three passes of semantic analysis are all traversing the AST we obtained from step 1. Therefore, the main classes in three passes all inherit from `MiniJavaBaseListener`.

Note that **encountering unrecoverable errors in each of these steps will cause MiniJavaCF to exit early**.

Approach

Grammar Expansion

We made some changes to the [original MiniJava grammar](#).

These are expanded to allow for recursive (thus easier) parsing:

```
paramList
: ptype=type name=Identifier
| ptype=type name=Identifier ',' paramList
;
```

```

callList
  : rightValue
  | rightValue ',' callList
  ;

```

These are expanded to match the corresponding method quicker:

```

statement
  : '{' (statement)* '}'
  | ifStatement
  | whileStatement
  | printStatement
  | assignment
  | arrayAssignment
  ;

ifStatement
  : 'if' '(' expression ')' statement 'else' statement;

whileStatement
  : 'while' '(' expression ')' statement;

printStatement
  : 'System.out.println' '(' expression ')' ';';;

assignment
  : name=Identifier '=' rightValue ';';;

arrayAssignment
  : name=Identifier '[' expression ']' '=' expression ';';;

```

Expression

The most significant change is about expressions. The motivation here is to **support the parsing of operator precedence**. The problem with the original grammar is that its `expression` contains too many things. With closer examination, we find that it can be split into two parts.

We define `atom` to be expressions that **can evaluate to primitive types**; while `nonAtom` to be those that can't. We can see that logical and arithmetic expressions only involve `atom`. Therefore, we have:

```

expression
  : orExpr
  | andExpr
  | compareExpr
  | sumExpr
  | productExpr
  | atom
  ;

```

Where the meaning `orExpr`, `andExpr`, `compareExpr`, `sumExpr` and `productExpr` are self-evident. **By matching sub-rules in this order**, we are able to parse the operator precedence of complicated expressions.

As for `atom` and `nonAtom`, we have:

```

atom
  : Int
  | bool='true'
  | bool='false'
  | array '[' atom ']'
  | array '.' 'length'
  | nonAtom '.' name=Identifier '(' callList? ')'
  | name=Identifier
  | '!' atom
  | '(' expression ')'
  ;

nonAtom
  : nonAtom '.' name=Identifier '(' callList? ')'
  | name=Identifier
  | self='this'

```

```

| create='new' name=Identifier '(' ' ')
| '(' expression ')'
;

```

Among sub-rules of `atom`, some will definitely evaluate to primitive types, such as `Int`; some **may** evaluate to primitive types, such as `nonAtom '.' name=Identifier '(' callList? ')'`. The same applies to `nonAtom`. We will leave this for `typeEvaluator` to decide.

Now that `expression` purely defines logical and arithmetic expressions, we introduce another rule `rightValue`:

```

rightValue
: expression
| nonAtom
| array
;

```

We only have `rightValue` with **assignments** and **method calls**.

Now the new grammar works.

Scope Design

Our task in the first pass of semantic analysis is to build a AST-like tree to store all the information we need for later use. In the context of MiniJava, the hierarchy is quite simple: `top level -> class -> method`. We could do it naively, defining a `Class` class and a `Method` class to do whatever they need to do. However, here we choose to **have some level of abstraction for better maintainability and scalability**.

Classes and methods share two commonalities: 1) they are both symbols; 2) they both define a scope. Therefore, we define a class `Symbol` and an interface `Scope`. Then we **let `Class` and `Method` inherit from `Symbol` and implements methods in `Scope`**:

```

public class Class extends Symbol implements Scope {
    // ...
}

```

Symbol

Each symbol has a name and a type. In `Symbol.java` we define two important static methods:

```

public static boolean isPrimitiveType(String type) {
    return type.equals("int") || type.equals("int[]") || type.equals("boolean");
}

// Assume that: A <- B
public static boolean isTypeCompatible(String typeA, String typeB) {
    if (typeA.equals(typeB))
        return true;
    else if (Symbol.isPrimitiveType(typeA) || Symbol.isPrimitiveType(typeB))
        return false;
    while (!typeB.equals("<No Parent Class>")) {
        if (typeA.equals(typeB))
            return true;
        // System.out.println("typeB: " + typeB);
        typeB = Main.classes.get(typeB).getParentClassName();
    }
    return false;
}

```

The logic here should be pretty clear.

Scope

Each scope has a parent scope and a local symbol table. For `Method`, we also need a separate container to store the information of parameters. When looking up for a symbol inside a scope, we can do it **locally or recursively**:

```

@Override
public Symbol findSymbol(String name) {
    if (symbols.containsKey(name))

```

```

        return symbols.get(name);
    else {
        if (this.getParentScope() == null)
            return null;
        else
            return this.getParentScope().findSymbol(name);
    }
}

@Override
public Symbol findLocalSymbol(String name) {
    return symbols.get(name);
}

```

First Pass: ScopeBuilder

In the first pass, our task is to traverse the AST and build a scope tree, as well as storing all the information in it.

We use `currentScope` to indicate which scope we are in. And initially we will create a **fake scope object** to represent the top-level scope:

```
public static Scope virtualSuperScope = new Class("<Virtual Super Scope>", "<No Parent Class>", null);
```

Then we override the necessary `enter` and `exit` methods from `MiniJavaBaseListener`. We extract the information from AST, check if there is duplicated declaration, and create the corresponding objects along the way.

Take `enterMethodDeclaration` for example:

```

@Override
public void enterMethodDeclaration(MiniJavaParser.MethodDeclarationContext ctx) {
    String methodName = ctx.name.getText();
    String methodReturnType = ctx.rtype.getText();
    boolean valid = currentScope.isValid();

    if (currentScope.findLocalSymbol(methodName) != null) {
        ErrorReporter.reportError(ctx.name, "Method already exists.");
        valid = false;
    }
    Method currentMethod = new Method(methodName, methodReturnType, currentScope, valid);
    if (valid) {
        currentScope.addSymbol(currentMethod);
    }
    currentScope = currentMethod;
}

```

Note that there is a concept of **scope validity** in the codes above. The motivation here is that, when there is duplicated declaration, we want to **detect all the errors** as well as **suppress potential errors messages** from a invalid declaration. Therefore, we will still finish the traversal, but we also need to maintain a validity flag to decide whether we really need to take actions (create the object, add symbol, ...) in the current scope.

Second Pass: SymbolChecker

In the second pass, our task is to check if there are symbol reference errors. This includes `parent class not found`, `variable type not found` and `method return type not found`. Initially, we want to detect `symbol not found` errors as well. However, it turns out that **the lookup for general symbols ties more closely with type checking**. Therefore, we decide to move this part to the third pass.

Take `enterVarDeclaration` for example:

```

@Override
public void enterVarDeclaration(MiniJavaParser.VarDeclarationContext ctx) {
    String varName = ctx.name.getText();
    String varType = ctx.vtype.getText();
    Symbol currentVar = (Symbol)currentScope.findLocalSymbol(varName);
    if (!Symbol.isPrimitiveType(varType) && classes.get(varType) == null) {
        ErrorReporter.reportError(ctx.vtype, "Variable type not found.");
    }
}

```

Another thing we do here is to check for **cyclic inheritance**. Since each class can only inherit from at most one parent class, the problem is reduced to **determining the existence of cycle in a graph where each vertex has at most one outgoing edge**. A simple DFS will do.

```
public void checkCyclicInheritance() {
    Map<String, Integer> mapping = new HashMap<String, Integer>();
    Iterator iter = classes.keySet().iterator();
    int mark = 0;
    while (iter.hasNext()) {
        String className = classes.get(iter.next()).getName();
        if (mapping.containsKey(className))
            continue;
        mark += 1;
        while (!className.equals("<No Parent Class>")) {
            if (mapping.containsKey(className)) {
                if (mapping.get(className).equals(mark))
                    ErrorReporter.reportError("Cyclic inheritance detected.");
                break;
            }
            mapping.put(className, mark);
            className = classes.get(className).getParentClassName();
        }
    }
}
```

Third Pass: TypeChecker & TypeEvaluator

In the third pass, our task is to perform **symbol lookup** and **type compatibility** checks for assignments, method calls and if/while/print statements **where there will be expression evaluation**.

The approach is simple. Whenever an evaluation is needed, we invoke `TypeEvaluator`, which will **recursively** solve for the final return type using the grammar and the information contained in the scope tree we built earlier.

Take the evaluation of `nonAtom` for example, as it's the most complicated one:

```
else if (ctx.nonAtom() != null) {
    String objectName = visit(ctx.nonAtom());
    String methodName = ctx.name.getText();
    String callList = (ctx.callList() != null ? visit(ctx.callList()) : "");
    Class object = (Class)(typeChecker.getCurrentScope().findSymbol(objectName));
    if (object == null) {
        ErrorReporter.reportError(objectName, ctx.nonAtom(), "Object not found.");
        return "<Type Error>";
    }
    Method method = (Method)object.findSymbol(methodName);
    if (method == null) {
        ErrorReporter.reportError(ctx.name, "Method not found.");
        return "<Type Error>";
    }
    if (!method.isCallListCompatible(callList)) {
        ErrorReporter.reportError(ctx.callList(), "Call list not compatible.");
        return "<Type Error>";
    }
    return method.getReturnType();
}
```

The logic here should be pretty clear.

Error Reporting

To have more human-friendly error reporting, we define a `ErrorReporter` class to be used for all the errors we encounter.

We define the template of a error message to be:

```
"line " + offendingToken.getLine() + ":" + offendingToken.getCharPositionInLine() + " error: " + msg)
```

Which is followed (if applicable) by two lines, displaying the corresponding line of source code and underlining the offending token.

Underlining Errors

This snippet is taken from *The Definitive ANTLR 4 Reference*.

```
public static void underlineError(Token offendingToken) {
    String errorLine = Main.inputLines[offendingToken.getLine() - 1];
    System.err.println(errorLine);
    for (int i = 0; i < offendingToken.getCharPositionInLine(); i++)
        System.err.print(" ");
    int start = offendingToken.getStartIndex();
    int stop = offendingToken.getStopIndex();
    if (start >= 0 && stop >= 0) {
        for (int i = start; i <= stop; i++) System.err.print("^");
    }
    System.err.println();
}
```

Suppressing Cascading Error Messages

Sometimes (especially in type checking), an error can result in a chain of errors and we prefer to display only the first one. To suppress this kind of **cascading error messages**, we report the error immediately after discovering it, and returning a special token to indicate that further errors should be suppressed. For instance in `visitOrExpr` of `TypeEvaluator.java`:

```
if (!left.equals("boolean")) {
    ErrorReporter.reportError(ctx.getChild(0), "Only boolean support logical or.");
    return "<Type Error>";
}
```

And in `ErrorReporter.java`:

```
public static void reportError(String type, Token offendingToken, String msg) {
    if (!type.equals("<Type Error>"))
        reportError(offendingToken, msg);
}
```

Then we can pass the evaluated type to `reportError` and avoid cascading errors.

Polymorphism

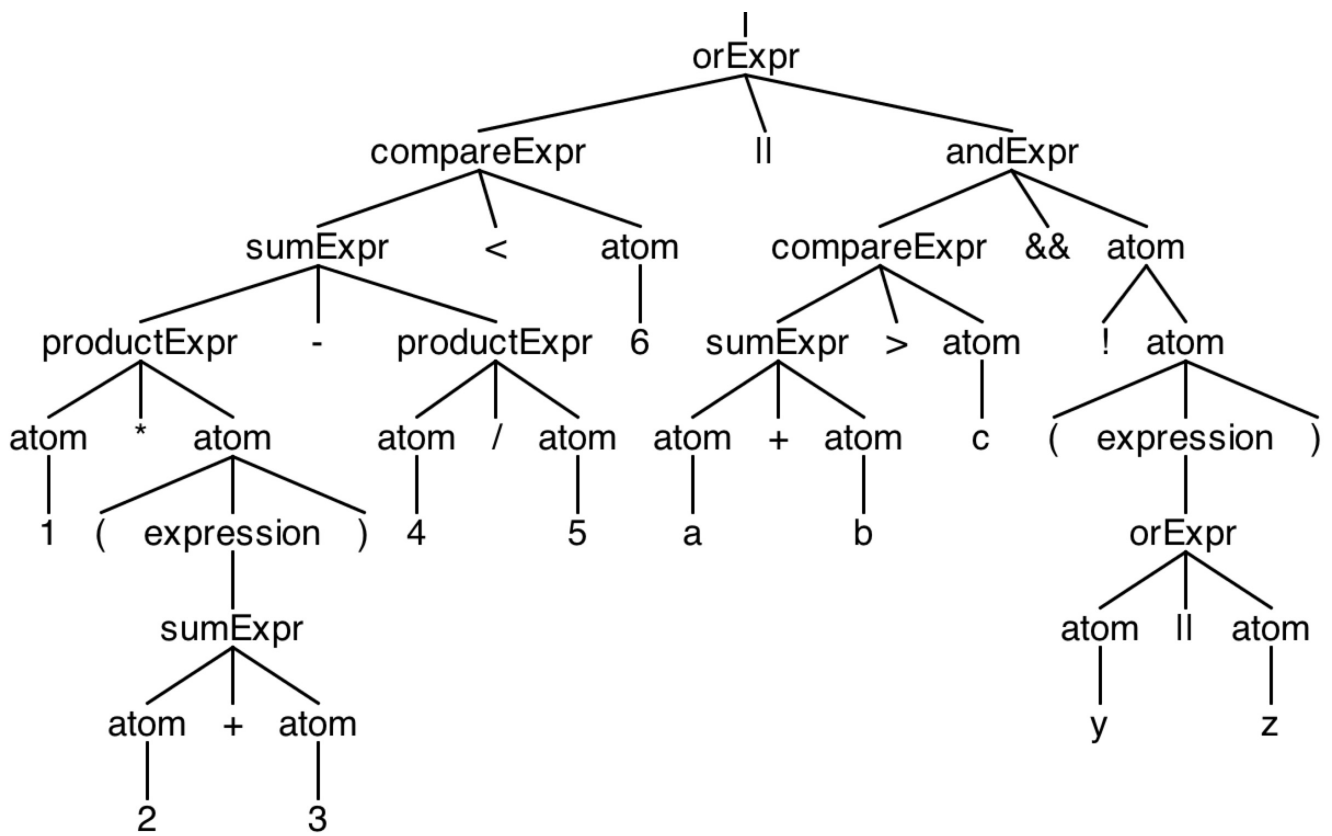
It's worth mentioning that, depending on which part of a rule context we are evaluating type with, the element we have at hand might be `Token`, `ParserRuleContext` or `ParseTree`. Since Java is not a dynamic language, we must use polymorphism here.

Tests

In this section we present some erroneous input codes we use for testing and the corresponding screenshots. Most errors should be self-evident.

Operator Precedence

For the expression `1 * (2 + 3) - 4 / 5 < 6 || a + b > c && !(y || z)`, MiniJava correctly gives this:



Syntax Error

SyntaxError.java

```

class Testbed {
    public static void main(String[] x){
        System.out.println(new Foo().Excite(5, 6));
    }
}

class Foo {
    public # Excite(int x, int z) {
        if (x < 1)
            y = 1;
        else
            y = x * (this.Excite(x-1));
        return x + y + z;
    }
}
  
```

```

> make tests
javac *.java
java Main < ../test/SyntaxError.java
line 8:11 token recognition error at: '#'
line 8:19 error: missing Identifier at '('
    public # Excite(int x, int z) {
           ^

1 errors found.
make: *** [tests] Error 1
  
```

Error Recovery

ErrorRecovery.java

```

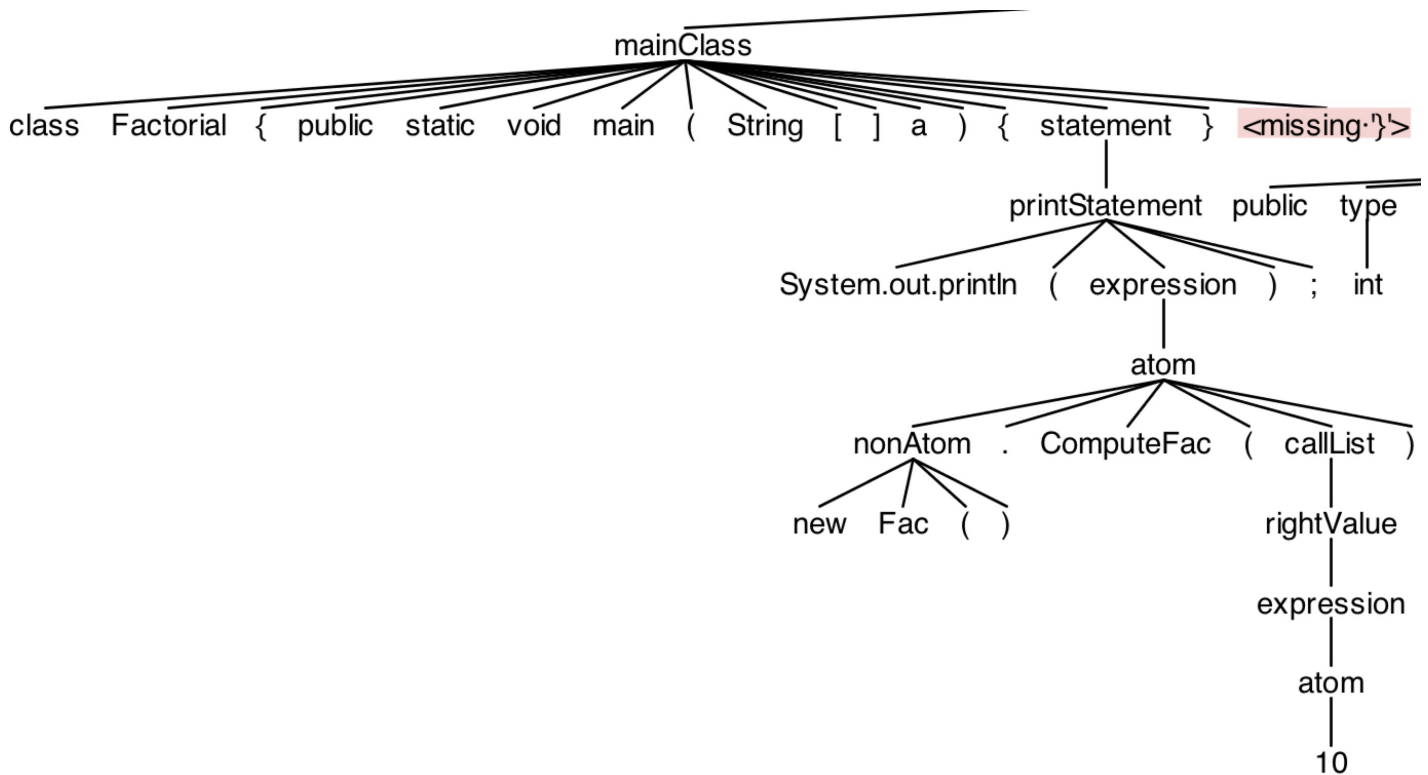
class Factorial {
    public static void main(String[] a){
        System.out.println(new Fac().ComputeFac(10));
    }
}
  
```



```

class Fac {
    public int ComputeFac(int num) {
        int num_aux;
        if (num < 1) {
            num_aux = 0;
        }
        else {
            num_aux = num * (this.ComputeFac(num - 1)) ;
        }
        return num_aux ;
    }
}

```



We can see that the missing token `}` is automatically inserted and the parsing goes on.

First Pass

1stPassTestbed.java

```

class Testbed {
    public static void main(String[] x){
        System.out.println(new Foo().Excite(5));
    }
}
class Foo {
    public int Excite(int x, int z) {
        int y;
        // Error #1
        int y;
        if (x < 1)
            y = 1;
        else
            y = x * (this.Excite(x-1));
        return y;
    }
    // Error #2
    public int Excite(int x) {
        return 0;
    }
}
class Foo {
    public int ExciteX(int x) {
        return 0;
    }
}

```

```
// Error #3
class Bar extends Foo {
    public int ExciteY(int x) {
        return 0;
    }
}
```

```
> make test1
javac *.java
java Main < ../test/1stPassTestbed.java
line 11:12 error: Variable already exists.
    int y;
      ^

line 20:15 error: Method already exists.
    public int Excite(int x) {
          ^^^^^^

line 26:6 error: Class already exists.
class Foo {
    ^^^

3 errors found.
make: *** [test1] Error 1
```

Second Pass

2ndPassTestbed.java

```
class Testbed {
    public static void main(String[] x) {
        System.out.println(new Foo().foo(5));
    }
}
class Foo {
    public int foo(int x) {
        int y;
        // Error #1
        Bar z;
        if (x < 1)
            y = 1;
        else
            y = x * (this.biu(x-1));
        return y;
    }
    // Error #2
    public Bar bar(int x) {
        return 0;
    }
}
// Error #3
class Foobar extends Bar {
    public int foobar(int x) {
        return 0;
    }
}
```

```
> make test2
javac *.java
java Main < ../test/2ndPassTestbed.java
line 11:8 error: Variable type not found.
    Bar z;
    ^^^

line 20:11 error: Method return type not found.
    public Bar bar(int x) {
          ^^^

line 27:6 error: Parent class not found.
class Foobar extends Bar {
    ^^^^^^

3 errors found.
make: *** [test2] Error 1
```

Cyclic Inheritance

CyclicInheritance.java

```
class Testbed {
    public static void main(String[] x){
        System.out.println(new Foo().Excite(5));
    }
}
class Foo extends Bar {
    public int Excite(int x) {
        int y;
        Bar z;
        if (x < 1)
            y = 1;
        else
            y = x * (this.Excite(x-1));
        return y;
    }
}
class Bar extends Foo {
    public int ExciteY(int x) {
        return 0;
    }
}
```

```
> make testc
javac *.java
java Main < ../test/CyclicInheritance.java
Cyclic inheritance detected.
1 errors found.
make: *** [testc] Error 1
```

Third Pass

3rdPassTestbed.java (Too long to include)

```
> make test3
javac *.java
java Main < ../test/3rdPassTestbed.java
line 6:35 error: Class not found.
        System.out.println(new fakeClass().fakeMethod());
                               ^^^^^^^^^^

line 36:16 error: Only boolean support logical not.
        return !x;
               ^

line 51:15 error: Symbol not found.
        return d;
               ^

line 62:20 error: Method not found.
        return this.fakeMethod();
               ^^^^^^^^^^

line 70:42 error: Call list not compatible.
        return this.logicalExprWithParams(a, b);
                                   ^

line 85:27 error: System.out.println can only print int.
        System.out.println(a);
                           ^

line 103:15 error: Array element must be int.
        a[0] = false;
           ^^^^^

line 109:10 error: Array index must be int.
        a[false] = 0;
           ^^^^^

line 119:15 error: Only array has .length method.
        return b.length;
               ^

line 129:20 error: Array length must be int.
        a = new int[false];
               ^^^^^

line 146:8 error: Left and right side of assignment are not of compatible types.
        b = a;
        ^

line 152:15 error: Return type not compatible.
        return a.logicalExpr();
```

```
      ^
line 168:15 error: Symbol not found.
      return b.arithemicExpr();
      ^
line 173:17 error: Method not found.
      return a.fakeMethod();
           ^^^^^^^^^^^
14 errors found.
make: *** [test3] Error 1
```

Discussions

Limitations

- MiniJavaCF cannot underline errors involving **multiple offending tokens**.
- MiniJavaCF cannot recover from any semantic errors.

Future Works

There's a couple of things that can be easily done to make MiniJava more human-friendly:

- Support void method.
- Support multiple variable declaration in one line.
- Support variable declaration and initialization in the same line.
- Check to make sure that each variable is initialized before use.

Thoughts

- This project is much fun.
- **Tweaking grammar to make parsing easier is where magic happens.**
- Designing the scope tree and the three passes of semantic analysis is a good way to improve OOP skills.
- If possible, one is definitely going to gain more by **building a complete compiler!**