

Compilation Techniques First Assignment

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Abstract

As the first assignment of the Compilation Techniques course directed by the professor Maximiliano Andrés Eschoyez a symbol table for the C language was implemented, using JAVA and the ANTLR Netbeans plugin.

1 Formal Grammar

In formal language theory, a grammar (when the context is not given, often called a formal grammar for clarity) is a set of production rules for strings in a formal language. The rules describe how to form strings from the language's alphabet that are valid according to the language's syntax. A grammar does not describe the meaning of the strings or what can be done with them in whatever context, only their form. [1]

2 Lexicon

As in usual in formal grammars, we will suppose that we have some finite BASEXP of basic expressions. For our purposes, BASEXP can be taken to be a finite subset of English words C valid expressions. A *lexicon* is then simply taken to be a relation between basic expressions and pairs consisting of syntactic categories and semantic objects of the appropriate types. More formally, a *lexicon* is a relation:

- (1) $LEX \subseteq BASEXP (CAT(BASCAT) \times D)$ subject to the semantic well-typing constraint that:
- (2) if $(e, \dots, \alpha, f) \in LEX$ is a lexical entry then f is an element of the domain $D_{\tau(\alpha)}$. [2]

With *lexicon* defined, a *lexeme* is defined in computer science differently than *lexeme* in linguistics. A *lexeme* in computer science roughly corresponds to what might be termed a word in linguistics (the term word in computer science has a different meaning than word in linguistics), although in some cases it may be more similar to a morpheme.

A *lexeme* is a string of characters which forms a syntactic unit.[3]

Some authors term this a *token*, using 'token' interchangeably to represent (a) the string being tokenized, and (b) the token data structure resulting from putting this string through the tokenization process.[4][5]

A *token* or *lexical token* is a structure representing a lexeme that explicitly indicates its categorization for the purpose of parsing.[6] A category of tokens is what might be termed a part-of-speech in linguistics. Examples of token categories may include identifier and integer literal, although the set of token categories differ in different programming languages. The process of forming tokens from an input stream of characters is called tokenization. Consider this expression in the programming language C:

sum = 3 + 2;

Tokenized and represented by the following table:

| Lexeme | Token Category |
|--------|---------------------|
| sum | Identifier |
| = | Assignment operator |
| 3 | Integer literal |
| + | Addition operator |
| 2 | Integer literal |
| ; | End of statement |

3 Using ANTLR for Lexical Analysis

Let lexical analysis be the extraction of individual words or lexemes from an input stream of symbols and passing corresponding tokens back to the parser: the use of ANTLR provided the tools to process code and develop a lexical grammar, for it to be used in lexical analysis.

Here are some of the regular expressions used, in the correct ANTLR syntax:

(3) LOGIC_OP : '&&' '|' '!' ;

(4) DATA_TYPE : 'int' | 'float' | 'char' ;

(5) IDENTIFICATOR: (LETTER|DIGIT)+;

Where some patterns can be appreciated: The Lexers must be written in all-caps, and can be anidated, like is the case with (5), which uses two lexers of lower precedence. On the topic of precedence: Precedence is used to avoid ambiguity:

(6) INT : (0..9)+;

(7) FLOAT : INT '.' INT;

(8) DIGIT : (INT|FLOAT);

ANTLR would have to choose, when being faced with an integer, between INT and DIGIT. And it would do so by the order they are written. where the higher they are, the higher the precedence over the others. This way (6) would always win over (6). Which is the opposite of what would happen if they were written like this:

(7) FLOAT : INT '.' INT;

(8) DIGIT : (INT|FLOAT);

(6) INT : (0..9)+;

With this in mind, (5) would have precedence over LETTER and DIGIT tokens. Each time a LETTER or a DIGIT was found, it would be treated as an IDENTIFICATOR. To avoid this, and preserve the precedence of the used tokens, a syntax rule should be used, not a lexer one. This was done in the case of the DIGIT rule.

(9) digit : INT|FLOAT;

where:

(10) for_loop : 'for' '(' ID (EQUAL INT)? ';' comparison ';' assignation ')' (code_block|stat);

would guarantee that no type other than (6) was used inside a for loop as index.:

In my compiler I supposed no floating point digits would be used inside of the for loop. I have been informed since that C allows for floats to be used inside for loops conditions, but the case remains: If it was the case that you wanted to specify a token of low precedence to be used, if you wanted not to let the index of a for loop to be DIGIT but only for it to be INT, then the figures (9) and (10) would provide the desired functionality.

With that said, it seems like the following figure would actually be more representative of a valid C syntax.

(11) for_loop : 'for' '(' ID (EQUAL digit)? ';' comparison ';' assignation ')' (code_block|stat);

The opposite situation of this is when a token has a null precedence, by design. And ANTLR observes that possibility, having the *fragment* keyword to use when a token is never going to be used other than as a part of composed ones.

Finally it must be observed that no lexer rule is recursive, because that it is not a property supported by regular expressions. This feature is left for the syntax rules, as follows.

4 Recursive syntax

The composition of lexer rules into high order functions allows for recursion, and with recursion is gained the necessary expressivity needed to represent all of the possible combinations in the language, be they computer or natural. A CFG is created, which is higher in the Chomsky hierarchy for relative expressiveness than regular expressions, non-deterministic finite automata and regular grammars.[6]

5 Abstract Syntax Tree

An ABSTRACT SYNTAX TREE can be implemented as a stack of *scopes*, starting from the global one. As an example, each start of a function is the start of a scope. But a local variable can also be created inside a conditioned block of code, where it cannot be accessed outside of it. At the end a generalization can be made where it is the braces that define the starts and the ends of scopes. Now what is a *scope*? A SCOPE is a dictionary of identifiers, used to identify the variables. And what happens if a variable belongs to a higher scope, and is used on a lower scope, where it is not registered?

To satisfy this problem, scopes must have a hierarchical structure, where they store a reference to the scope directly higher to them, until the scope is global and has null for a reference. A *tree* is then formed, because many lower scopes can share a parent scope.

6 Running the AST

From running the implementation of the AST a problem was found: The variables declared inside of the function parameters were not being taken into account during the tree walk, where a visitor object was supposed to push the scopes and their identifiers. And the reason for it was discovered to be that in the created grammar, function parameters were not supposed to contain variable.declarations inside of them. Where as seen in the figure 12, the only difference among the two

syntax rules are that parametersList allows for type only declarations, while a variable must have an identifier.

```
(12) parametersList : VALID_C_TYPES
    | VALID_C_TYPES ID
    | VALID_C_TYPES ID EQUAL to_value
    | parametersList ',' parametersList
    | ;
```

```
variable_declaration :
VALID_C_TYPES ( EQUAL to_value)? (' '
VALID_C_TYPES? ID (EQUAL to_value)?)*);
```

With that being said, a fix came from merging the rules so that when a variable is identified inside of a function parameter list, it is parsed as a declaration of a variable.

```
(13) parametersList : VALID_C_TYPES
    | variable_declaration
    | ;
```

Now in order to support multiple comma separated VALID_C_TYPES the following rule could be implemented:

```
(14) parametersList :
VALID_C_TYPES (' ' VALID_C_TYPES)*
    | variable_declaration
    | ;
```

But we still have the problem of the combination of the two series, the one of VALID_C_TYPES and the one for identifiable variables. To achieve that recursion must be implemented:

```
(15) parametersList :
VALID_C_TYPES (' ' VALID_C_TYPES)*
    | variable_declaration
    | parametersList ',' parametersList
    | ;
```

Now there is a problem, a parameterList could be a series of empty terminals, and because we are using recursion we are technically supporting

an infinite ammount of comma separated empty terminals as a function parameter list. To fix this, and all similar cases, we must avoid supporting recursivity on rules that support empty terminals.

A final version of the parameterList syntax rule would be: (16)

```
VALID_C_TYPES (' ' VALID_C_TYPES )*
    | variable_declaration
    | parametersList ' ' parametersList;
```

Where a function declaration, and prototype, can have either a parameterList, or an empty terminal, as valid parameters:

(17)

```
f_d:VALID_C_TYPES ID '(' parametersList? ')'
code_block ;
```

```
f_p:VALID_C_TYPES ID '(' parametersList? ')';
```

7 Traversing the AST

As said, the AST can be thought of as a stack of scopes, where each contains the symbols that belong to them. In a hashset, preferably, for heuristic purposes. Now, a stack, by definition, contains a pop() function, that on call remove the last pushed element of the stack. This means that once the code is fully traversed, nothing of the AST data structure will remain stored. In order to preserve the information after compilation, a *symbol table* must be created, to be looked up to. But more of that later. What use can be made of the traversing of the AST itself?

CErrorException: Undeclared variable x at line 8

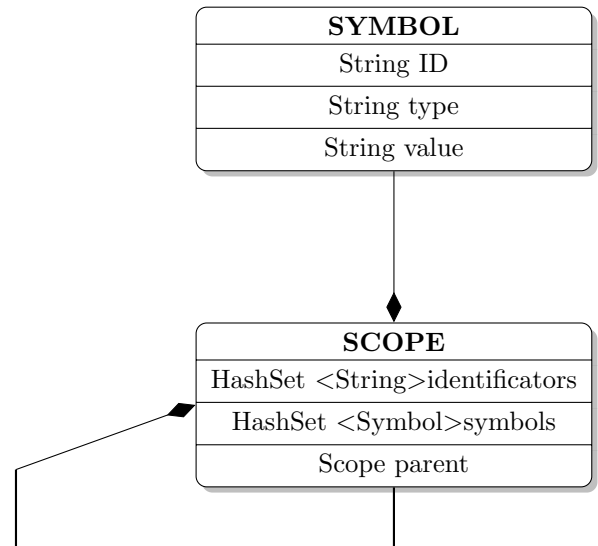
By traversing the AST, higher scopes can be accessed from the lower, more recently added ones, so that variables that dont belong to the lower scopes

and may belong to the higher scopes can be successfully identified as so, else a custom exception be handed to the user, stating the line and variable identificator.

8 Creating a Symbols Table

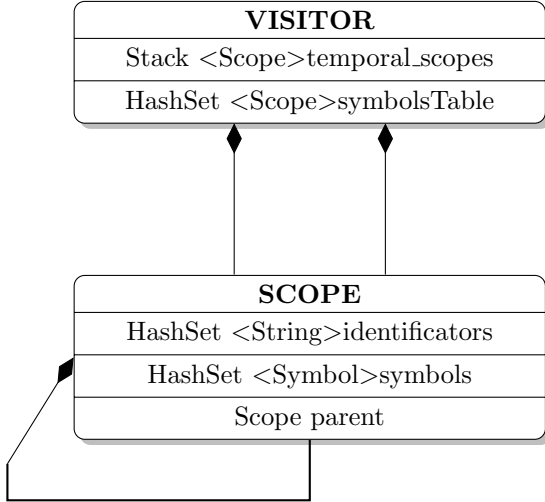
Having a stack of scopes at hand, and knowing its existence is short-lived, the creation of a persistent storage becomes important. The current implementation of the scopes stack only stored the variables identifiers. Now it should store the type and the value. It could store them all together; it would be suboptimal in the case of identifier-only queries. And so, a hashset that stores Symbols instead of only Strings, is needed, parallel to the old one. This hashset will store all of the symbols inside the Scope.

(18)



Given that it is the Visitor object the one visiting the nodes and adquiring the information, it sounds reasonable for it to be owner of the two data structures composed of Scopes: *temporal_scopes*, the Stack, and *symbolsTable*, the detailed and persistent HashSet, as seen in the figure (19).

(19)



This, while heavier on memory usage, allows for query-specific optimization, by giving ID queries priority over complete symbol ones.

9 Valid symbol initialization

A first semantic analysis check could be as simple as checking that identifiers are used appropriately within the program: C is capable of handling character literal on integer initialization, among other weird possible conversions, but a warning would not be out of place if a user would initialize integers using chars.

Warning : Converting from int to char at line 1

Now there is a problem: ANTLR creates rules contexts like `StringContext` or `any_syntax_ruleContext`, for each of the syntax rules created in the grammar. It does not do so, however, for the lexer rules. And so the above warning is completely feasible using the current set of syntax rules, be them:

```
string : '"'(ID|digit)+'"' | '\''(ID|DIGIT)+'\'';
digit: INT | FLOAT;
```

Because it can recognize that the type of a variable, in this case *int*, should not be initialized by a `StringContext`, which translated by a dictionary evaluates to *char*.

(20) { "StringContext" : "char" }

The problem begins when trying to check for floating point truncation. Then the dictionary has no use against the ambiguity of the digit syntax rule, suffering from key collision because the digit syntax rule can be either a float or an int.

(21) { "StringContext" : "char",
"DigitContext" : "float",
"DigitContext" : "int"
}

Transforming the lexers INT and FLOAT into the syntax rules int and float made (22) possible.

(22) { "StringContext" : "char",
"FloatContext" : "float",
"IntContext" : "int",
}

(23) var_declaration :
VALID_C_TYPES ID (EQUAL to_value)?
(' , ' VALID_C_TYPES? ID
(EQUAL to_value)?)*;

(24) to_value : ID|digit|string|f_c|math_operator;

(25) digit : int | float;

So that when asking `variable_declaration(23)` for the type `VALID_C_TYPES` evaluated to, this string, which can be 'int', 'float' or 'char' to name a few, can be successfully compared against the dictionary entry for the ruleContext `to_value` was evaluated to. Say it was the float syntax rule, then the ruleContext would be named `FloatContext`, and the entry for `FloatContext` would resolve into "float", which compared against "int" returns false, and a warning is released.

Warning : Converting from float to int at line 1

References

- [1] https://en.wikipedia.org/wiki/Formal_grammar
- [2] page 173, "Formal Grammar: Theory and Implementation", by Robert Levine
- [3] page 111, "Compilers Principles, Techniques, & Tools, 2nd Ed." (WorldCat) by Aho, Lam, Sethi and Ullman, as quoted in <https://stackoverflow.com/questions/14954721/what-is-the-difference-between-token-and-lexeme>
- [4] Perl 5 Porters. "perlinterp: Perl 5 version 24.0 documentation". perldoc.perl.org - Official documentation for the Perl programming language. perldoc.perl.org. Retrieved 26 January 2017.
- [5] Guy Coder (19 February 2013). "What is the difference between token and lexeme?". Stack Overflow. Stack Exchange Inc. Retrieved 26 January 2017.
- [6] https://en.wikipedia.org/wiki/Lexical_analysis
- [7] [https://en.wikipedia.org/wiki/Expressive_power_\(computer_science\)](https://en.wikipedia.org/wiki/Expressive_power_(computer_science))