

# Semantic Analysis

204315: OPL

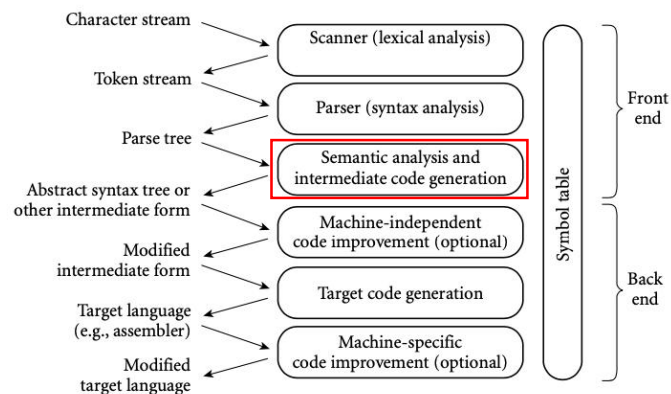
Scott, M. L. (2016). Programming Language Pragmatics.  
Tutorialspoint, <https://www.tutorialspoint.com/>, accessed on 11/22/2023

## Outline

- Semantic Analysis
- Role of Semantic Analysis
- Parse tree decoration
- Attribute Grammar

2

## Compilation Process Overview (Recap)



Scott, M. L. (2016). Programming Language Pragmatics.

3

## Why we need Semantic Analysis?

- The plain **parse-tree** constructed in syntax analysis phase **does not carry any information of how to evaluate the tree.**
- The **productions of context-free grammar**, which makes the rules of the language, **do not accommodate how to interpret them.**
- **Semantics**
  - provide meaning to a language constructs, like tokens and syntax structure.
  - Semantics help interpret symbols, their types, and their relations with each other.
  - **Semantic analysis judges whether the syntax structure constructed in the source program derives any meaning or not.**

4

## Syntactic vs Semantic Errors

```
int a = "value";
```

- The above example should not issue an error in lexical and syntax analysis phase, as **it is lexically and structurally correct**,
- **but it should generate a semantic error** as the type of the assignment differs. These rules are set by the grammar of the language and evaluated in semantic analysis.

5

## Semantic Analysis Overview

- Following parsing, the next two phases of the "typical" compiler are
  - semantic analysis
  - (intermediate) code generation
- The principal job of the semantic analyzer is to enforce static semantic rules
  - constructs a decorated syntax tree
  - information gathered is needed by the code generator
- Semantic analysis, and intermediate code generation are interleaved.

6

## Role of Semantic Analysis

- To recognize Semantic Errors
  - Type mismatch
  - Undeclared variable
  - Reserved identifier misuse.
  - Multiple declaration of variable in a scope.
  - Accessing an out of scope variable.
  - Actual and formal parameter mismatch.
- [Class participation] Let's give some examples of the above errors

7

## Decorating a parse tree

- Both semantic analysis and (intermediate) code generation can be described in terms of annotation, or "decoration" of a parse tree
- ATTRIBUTE GRAMMARS provide a formal framework for decorating such a tree

8

## Attribute Grammar

- a special form of context-free grammar where some additional information (attributes) are appended to one or more of its non-terminals in order to provide context-sensitive information
- each attribute has well-defined domain of values, such as integer, float, character, string, and expressions
- a medium to provide semantics to the context-free grammar and it can help specify the syntax and semantics of a programming language
- Attribute grammar (when viewed as a parse-tree) can pass values or information among the nodes of a tree.

9

## Context-Free Grammars

- LR (bottom-up) grammar for arithmetic expressions made of constants, with precedence and associativity:

$E \rightarrow E + T$
$E \rightarrow E - T$
$E \rightarrow T$
$T \rightarrow T * F$
$T \rightarrow T / F$
$T \rightarrow F$
$F \rightarrow - F$
$F \rightarrow (E)$
$F \rightarrow \text{const}$

- This says nothing about what the program MEANS



10

## CFGs with Attribute Grammar

- CFGs can be turned into an attribute grammar as follows:

$E \rightarrow E + T$	$E1.val = E2.val + T.val$
$E \rightarrow E - T$	$E1.val = E2.val - T.val$
$E \rightarrow T$	$E.val = T.val$
$T \rightarrow T * F$	$T1.val = T2.val * F.val$
$T \rightarrow T / F$	$T1.val = T2.val / F.val$
$T \rightarrow F$	$T.val = F.val$
$F \rightarrow - F$	$F1.val = - F2.val$
$F \rightarrow (E)$	$F.val = E.val$
$F \rightarrow \text{const}$	$F.val = C.val$

11

## Understanding Attribute Grammar

$E \rightarrow E + T \{ E1.value = E2.value + T.value \}$

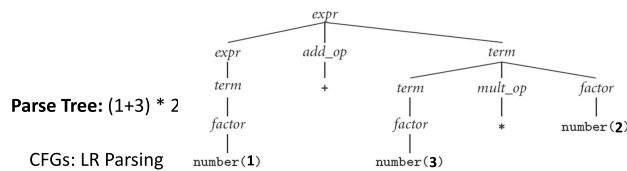
- **Interpretation:** the attributes (values) of non-terminals E and T are added together and the result is copied to the attribute of non-terminal E (on the left-hand-side).
- Attributes may be assigned to their values from their domain at the time of parsing and evaluated at the time of assignment.
- Attributes can be broadly divided into two groups:
  - **Synthesized attributes** are the result of the attribute evaluation rules.
  - **Inherited attributes** are passed down from parent nodes.

12

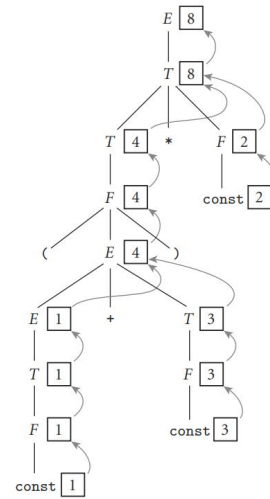
## Synthesized attributes

- The process of evaluating attributes is called annotation, or DECORATION, of the parse tree.
- Example:** decoration of a parse tree for  $(1 + 3) * 2$

$E \rightarrow E + T$	$E1.val = E2.val + T.val$
$E \rightarrow E - T$	$E1.val = E2.val - T.val$
$E \rightarrow T$	$E.val = T.val$
$T \rightarrow T * F$	$T1.val = T2.val * F.val$
$T \rightarrow T / F$	$T1.val = T2.val / F.val$
$T \rightarrow F$	$T.val = F.val$
$F \rightarrow - F$	$F1.val = - F2.val$
$F \rightarrow (E)$	$F.val = E.val$
$F \rightarrow \text{const}$	$F.val = C.val$

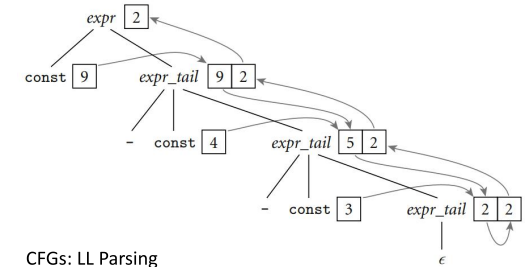
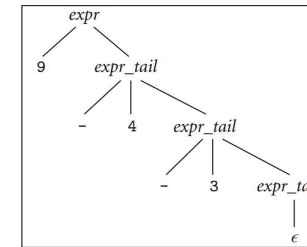


Synthesized attributes

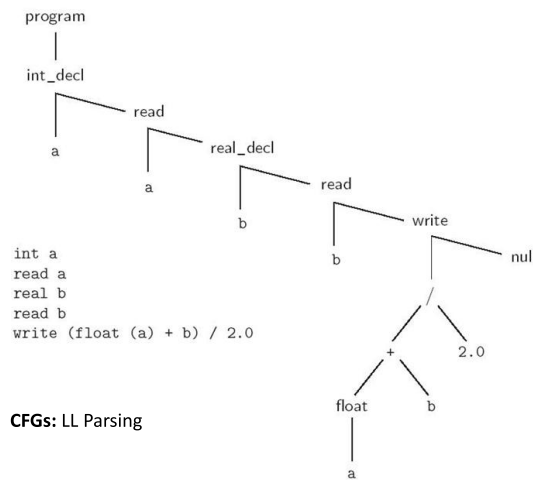


## Inherited Attributes

- CFG and parse tree for subtraction
  - $\text{expr} \rightarrow \text{const expr tail}$
  - $\text{expr tail} \rightarrow - \text{const expr tail} \mid \epsilon$
- If we want to create an attribute grammar with synthesized attributes, we have a problem: because subtraction is left associative, we cannot summarize the right subtree of the root with a single numeric value.
- Parse Tree Example:  $9 - 4 - 3$



## Example of a syntax tree



Syntax tree for a simple calculator program

## Example: Attribute grammar for type checking

- A .t attribute encodes data type. This grammar allows for both declaration and type inference.

dcl		
int dlist		dlist.t = int
real dlist		dlist.t = real
dlist		
ident		ident.t := dlist.t
dlist , ident		dlist <sub>1</sub> .t := dlist <sub>0</sub> .t
		ident.t := dlist.t
assign		
var := expr		var.t = expr.t
var		
ident		var.t = ident.t
expr		
const		expr.t = const.t
sum		expr.t = sum.t
sum		
var		sum.t = var.t
sum + var		sum <sub>0</sub> .t = sum <sub>1</sub> .t = var.t
const		
num		const.t = int
num . num		const.t = real