

# Project3 Semantics

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## 1. Compilation method and environment

- Environment: Windows 10 WSL2 – Ubuntu 18.04

- Run:

make → 컴파일 실시, cminus\_semantic 생성

execute → ./cminus\_semantic test.1.txt

## 2. Explanation about how to implement and how to operate + Code

- symtab.c

sc\_insert() 함수를 통해 symbol을 table에 넣어주고 st\_lookup()을 통해 symbol entry의 위치를 출력하는 부분을 구현하는 것이 핵심이다.

```
/* Procedure st_insert inserts line numbers and
 * memory locations into the symbol table
 * loc = memory location is inserted only the
 * first time, otherwise ignored
 */
void st_insert( char * name, int lineno, int loc, TreeNode * node )
{
    int h = hash(name);
    ScopeList curScope = scTop();
    BucketList l = curScope->bucket[h];
    while ((l != NULL) && (strcmp(name,l->name) != 0))
        l = l->next;
    if (l == NULL) /* variable not yet in table */
    {
        l = (BucketList) malloc(sizeof(struct BucketListRec));
        l->name = name;
        l->treeNode = node;
        l->lines = (LineList) malloc(sizeof(struct LineListRec));
        l->lines->lineno = lineno;
        l->memloc = loc;
        l->lines->next = NULL;
        l->next = curScope->bucket[h];
        curScope->bucket[h] = l;
    }
    else /* found in table, so just add line number */
    {
        //LineList t = l->lines;
        //while (t->next != NULL) t = t->next;
        //t->next = (LineList) malloc(sizeof(struct LineListRec));
        //t->next->lineno = lineno;
        //t->next->next = NULL;
    }
} /* st_insert */

/* Function st_lookup returns the memory
 * location of a variable or NULL if not found
 */
```

위의 코드를 통해 table에 symbol을 넣어주고 이를 바탕으로 lookup을 실시한다.

또한 해당 부분에서는 각각의 Symbol table을 출력하는 함수를 구현한다.

```
void printSymTab(FILE * listing)
{
    printSymbolTab(listing);
    fprintf(listing, "\n");
    printFunTab(listing);
    fprintf(listing, "\n");
    printFunGlob(listing);
    fprintf(listing, "\n");
    printFunParam(listing);
}

void printSymbolTab(FILE * listing)
{
    int sc, bk;
    fprintf(listing, "< Symbol Table >\n");
    fprintf(listing, "Variable Name  Variable Type  Scope Name  Location  Line Numbers\n");
    fprintf(listing, "-----\n");
    for (sc = 0; sc < scopeIdx; sc++)
    { ScopeList curScope = scopes[sc];
      BucketList * hashTable = curScope->bucket;
      for (bk = 0; bk < SIZE; bk++){
          if (hashTable[bk] != NULL)
          { BucketList l = hashTable[bk];
            TreeNode * node = l->treeNode;
            while (l != NULL)
            { LineList t = l->lines;
              fprintf(listing, "%-14s ", l->name);
              switch (node->nodekind)
              {
                  case DeclK:
                      switch (node->kind.decl) {
                          case VarK:
                              switch (node->type)
                              {
                                  case Void:
                                      fprintf(listing, "%-15s", "Void");
                                      break;
                                  case Integer:
                                      fprintf(listing, "%-15s", "Integer");
                                      break;
                                  default:
                                      break;
                              }
                          case FuncK:
                              break;
                      }
                  case FuncK:
                      break;
              }
              fprintf(listing, "\n");
              l = l->next;
            }
          }
      }
    }
}
```

이와 같이 hashtable 마다 순회하며 노드 별로 출력을 확인해준다.

### - analyze.c

해당 부분에서는 buildSymtab()을 통해 Symtab을 생성하고 typechecking을 수행한다. buildSymtab()에서는 built-in function인 input(), output()을 추가한다. 또한 semantic errors에 대한 에러 메시지를 출력한다.

```

/* Procedure insertNode inserts
 * identifiers stored in t into
 * the symbol table
 */
static void insertNode( TreeNode * t)
{ switch (t->nodekind)
{ case DeclK:
    switch (t->kind.decl)
    {
    case FunK:
        funcName = t->attr.name;
        if (st_lookup(t->attr.name) >= 0) {
            redefinedError(t);
            break;
        }
        if (scTop() != globalScope) {
            funcDeclNotGlobal(t);
            break;
        }
        st_insert(funcName, t->lineno, addLocation(), t);
        scPush(createScope(funcName));
        inScope = TRUE;
    case VarK:
    case ArrVarK:
        name = t->attr.name;
        t->type = Integer;
        if (st_lookup(name) < 0) st_insert(name, t->lineno, addLocation(), t);
        else redefinedError(t);
        break;
    case ParamK:
        if (t->child[0]->attr.type == VOID) break;
        if (st_lookup(t->attr.name) == -1) {
            st_insert(t->attr.name, t->lineno, addLocation(), t);
            t->type = Integer;
        }
        break;
    default:
        break;
    }
}
break;

```

```

case StmtK:
    switch (t->kind.stmt)
    { case CompK:
        if (inScope) inScope = FALSE;
        else {
            ScopeList scope = createScope(funcName);
            scPush(scope);
            location++;
        }
        t->attr.scope = scTop();
        break;
    default:
        break;
    }
case ExpK:
    switch (t->kind.exp)
    { case IdK:
    case IdxK:
    case CallK:
        if (st_lookup(t->attr.name) == -1)
            /* not yet in table, so treat as new definition */
            undeclaredError(t);
        else
            /* already in table, so ignore location,
             * add line number of use only */
            st_line_add(t->attr.name, t->lineno);
        break;
    default:
        break;
    }
    break;
default:
    break;
}
}

```

<insert function>

```

static void insertBuiltIn(void)
{
    TreeNode * func;
    TreeNode * param;
    TreeNode * typeSpec;
    TreeNode * compStmt;

    func = newDeclNode(FuncK);
    typeSpec = newDeclNode(TypeK);
    typeSpec->attr.type = INT;
    func->type = Integer;

    compStmt = newStmtNode(CompK);
    compStmt->child[0] = NULL;
    compStmt->child[1] = NULL;

    func->lineno = 0;
    func->attr.name = "input";
    func->child[0] = typeSpec;
    func->child[1] = NULL;
    func->child[2] = compStmt;

    st_insert("input", 0, addLocation(), func);
}

```

<Built-in function>

input과 output에 대해 동일하게 실시해준다.

### 3. Screenshots

test 1, test 2에 대해서는 에러가 symbol table 생성에서 발생했으며 test 3의 경우 정상적으로 출력되었다. 에러의 원인을 찾는 중에 있다.

#### Test.1.txt

```

/mnt/c/Users/pyo99/CS/Compiler/2021_ele4029_2019094511/3_Semantic | master ?44 : ./cminus_semantic test.1.txt

TINY COMPILATION: test.1.txt

Building Symbol Table...
[1] 21431 segmentation fault ./cminus_semantic test.1.txt

```

#### Test.2.txt

```

/mnt/c/Users/pyo99/CS/Compiler/2021_ele4029_2019094511/3_Semantic | master ?44 : ./cminus_semantic test.2.txt

TINY COMPILATION: test.2.txt

Building Symbol Table...
[1] 21460 segmentation fault ./cminus_semantic test.2.txt

```

#### Test.3.txt

```
/mnt/c/Users/pyo99/CS/Compiler/2021_ele4029_2019094511/3_Semantic | master ?44 | ./cminus_semantic test.3.txt
```

TINY COMPILATION: test.3.txt

Building Symbol Table...

Error: Undeclared Variable "d" at line 10

< Symbol Table >

Variable Name	Variable Type	Scope Name	Location	Line Numbers
main	Function	global	2	6
input	Function	global	0	0
output	Function	global	1	0
a	IntegerArray	main	0	6
b	Integer	main	1	8 10
c	Integer	main	2	9 10

< Function Table >

Function Name	Scope Name	Return Type	Parameter Name	Parameter Type
main	global	Void		Void
input	global	Integer		Void
output	global	Void		Integer
	Void			
	Void			
	Void			

< Function and Global Variables >

ID Name	ID Type	Data Type
main	Function	Void
input	Function	Integer
output	Function	Void

< Function Parameters and Local Variables >

Scope Name	Nested Level	ID Name	Data Type
global	0		
global	0		
global	0		

Checking Types...

Type Checking Finished