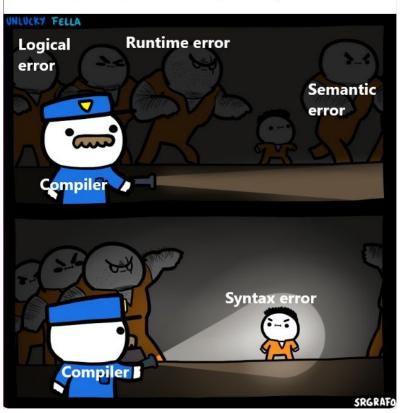
CSE 310 - Compiler Sessional Syntax and Semantic Analysis

Nafis Tahmid

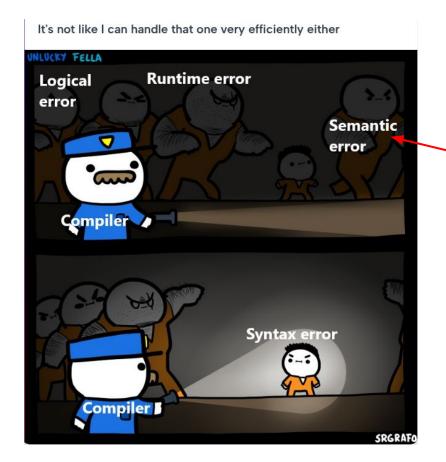
May 2025

What we do this time?

It's not like I can handle that one very efficiently either



What we do this time?



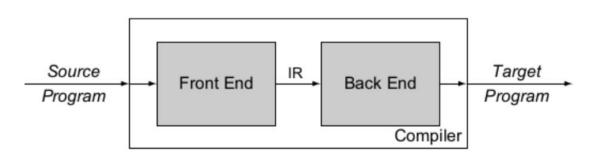
well, do not spare him either

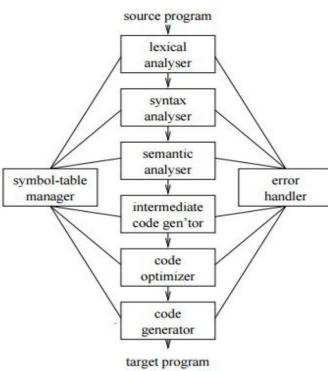
Syntax and Semantic Analysis

In the prev asm, we have constructed a lexical analyzer to generate token streams.

In this assignment, we will construct the last part of the front end of a compiler for a subset of the C language.

We will perform syntax analysis and semantic analysis with a grammar rule containing some rule actions.





Line# 55: Conflicting types for 'add int'

Line# 14: Syntax error at expression of expression statement Line# 15: Syntax error at expression of expression statement Line# 17: Operands of modulus must be integers Line# 18: Warning: possible loss of data in assignment of FLOAT to INT Line# 20: Array subscript is not an integer Line# 24: Conflicting types for 'i' Line# 27: Undeclared variable 'j' Line# 30: Syntax error at expression of expression statement Line# 37: 'i' is not a function Line# 44: Too few arguments to function 'mul float' Line# 45: Warning: possible loss of data in assignment of FLOAT to INT Line# 47: Type mismatch for argument 1 of 'add int' Line# 47: Type mismatch for assignment operator Line# 50: Void cannot be used in expression

Line# 14: Syntax error at expression of expression statement

Line# 15: Syntax error at expression of expression statement

Line# 17: Operands of modulus must be integers

Line# 18: Warning: possible loss of data in assignment of

FLOAT to INT

Line# 20: Array subscript is not an integer

Line# 24: Conflicting types for 'i'

Line# 27: Undeclared variable 'j'

Line# 30: Syntax error at expression of expression statement

Line# 37: 'i' is not a function

Line# 44: Too few arguments to function 'mul_float'

Line# 45: Warning: possible loss of data in assignment of

FLOAT to INT

Line# 47: Type mismatch for argument 1 of 'add_int'

Line# 47: Type mismatch for assignment operator

Line# 50: Void cannot be used in expression

Line# 55: Conflicting types for 'add_int'

Compiler: Error at line 308

Me: "What? How? My code only has 40 lines

Compiler:



Line# 55: Conflicting types for 'add int'

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FLOAT to INT

Line# 47: Type mismatch for argument 1 of 'add_int'

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Line# 50: Void cannot be used in expression

Line# 55: Conflicting types for 'add_int'

You all know the outcome

Me when my compiler asks me if I'm sure I want to continue with 800 warnings



Scope management (Usage of Grammars and Help of SymbolTable)

Line# 14: Syntax error at expression of expression statement Line# 15: Syntax error at expression of expression statement Line# 17: Operands of modulus must be integers Line# 18: Warning: possible loss of data in assignment of FLOAT to INT Line# 20: Array subscript is not an integer Line# 24: Conflicting types for 'i' Line# 27: Undeclared variable 'j' Line# 30: Syntax error at expression of expression statement Line# 37: 'i' is not a function Line# 44: Too few arguments to function 'mul float' Line# 45: Warning: possible loss of data in assignment of FLOAT to INT Line# 47: Type mismatch for argument 1 of 'add int' Line# 47: Type mismatch for assignment operator Line# 50: Void cannot be used in expression Line# 55: Conflicting types for 'add int'

Scope management (Usage of Grammars and SymbolTable together)

Line# 14: Syntax error at expression of expression statement

Line# 15: Syntax error at expression of expression statement

Line# 17: Operands of modulus must be integers

Line# 18: Warning: possible loss of data in assignment of

FLOAT to INT

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Line# 44: Too few arguments to function 'mul_float'

Line# 45: Warning: possible loss of data in assignment of

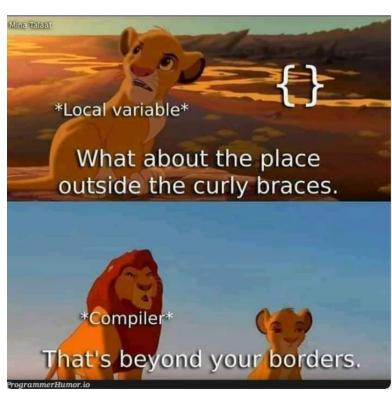
FLOAT to INT

Line# 47: Type mismatch for argument 1 of 'add_int'

Line# 47: Type mismatch for assignment operator

Line# 50: Void cannot be used in expression

Line# 55: Conflicting types for 'add_int'



Ignore comments (but use them)

Me: //

The compiler:



ProgrammerHumor.io



But in lexical analysis, we worked hard for comments...























Dev Tools

Book

Doc

About ANTLR

Support

What is ANTLR?



ANTLR (ANother Tool for Language Recognition) is a powerful parser generator for reading, processing, executing, or translating structured text or binary files. It's widely used to build languages, tools, and frameworks. From a grammar, ANTLR generates a parser that can build and walk parse trees.



Terence Parr is a tech lead at Google and until 2022 was a professor of data science / computer science at Univ. of San Francisco. He is the maniac behind ANTLR and has been working on language tools since 1989.

Check out Terence impersonating a machine learning droid: explained.ai

Ouick Start

To try ANTLR immediately, jump to the new ANTLR Lab!

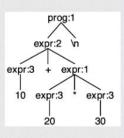
To install locally, use antir4-tools, which installs Java and ANTLR if needed and creates ant 1r4 and antlr4-parse executables:

```
$ pip install antlr4-tools
```

(Windows must add ..\LocalCache\local-packages\Python310\Scripts to the PATH). See the Getting Started doc. Paste the following grammar into file Expr. q4 and, from that directory, run the antlr4-parse command. Hit control-D on Unix (or control-Z on Windows) to indicate end-of-input. A window showing the parse tree will appear.

```
grammar Expr;
        (expr NEWLINE)*;
proq:
expr:
        expr ('*'|'/') expr
        expr ('+'|'-') expr
        INT
        '(' expr ')'
NEWLINE : [\r\n]+;
        : [0-9]+;
INT
```

```
$ antlr4-parse Expr.g4 prog -qui
10+20*30
$ antlr4 Expr.g4 # gen code
$ ls ExprParser.java
ExprParser.java
```



The reference book

Testimonials



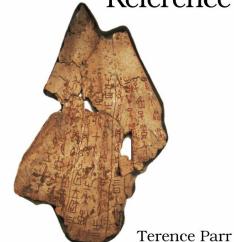
Kudos. I'm actually really liking ANTLR! I have a pretty darn good velocity with a rapid prototyping project I am doing in my Google 20% time. For example, I just discovered a feature in rewrite rules that does exactly what I need (referencing previous rule ASTs, p. 174 in your book). It took me about 5 minutes to get this to work and remove an ugly wart from my grammar. Hats off! Guido van Rossum, Inventor of Python

ANTLR is an exceptionally powerful and flexible tool for parsing formal languages. At Twitter, we use it exclusively for query parsing in Twitter search. Our grammars are clean and concise, and the generated code is efficient and stable. The book is our go-to reference for ANTLR v4 -- engaging writing, clear descriptions and practical examples all in one place. Samuel Luckenbill, Senior Manager of Search Infrastructure, Twitter, inc.

Just wanted to take the opportunity to say thanks. ANTLR is a BIG improvement over yacc/lex, and your support for it most commendable. Managed to get my tired old brain around it in a day. Nice work! **Brad Cox, Inventor of Objective-C**

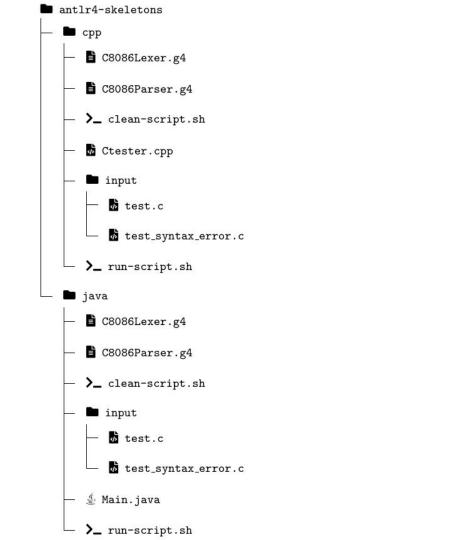


The Definitive ANTLR 4 Reference



Edited by Susannah Davidson Pfalzer

Language?



```
grammar Expr;
prog: expr EOF;
expr: expr ('*'|'/') expr
     expr ('+'|'-') expr
     INT
    | '(' expr ')'
NEWLINE : [\r\n]+ -> skip;
INT: [0-9]+;
```

```
grammar Expr;
prog: expr EOF;
expr: expr ('*'|'/') expr
      expr ('+'|'-') expr
      INT
    | '(' expr ')'
NEWLINE : [\r\n]+ -> skip;
INT: [0-9]+ :
```

```
grammar Expr;
prog: expr EOF ;
expr: expr ('*'|'/') expr
                            Parser
      expr ('+'|'-') expr
      INT
    | '(' expr ')'
NEWLINE : [\r\n]+ -> skip;
INT: [0-9]+;
```

```
grammar Expr;
prog: expr E0F ;
expr: expr ('*'|'/') expr
     expr ('+'|'-') expr
    | INT
    | '(' expr ')'
NEWLINE : [\r\n]+ -> skip;
\overline{INT}: [0-9]+ :
```

10 + 20 * 30

```
grammar Expr;
prog: expr EOF ;
expr:1expr ('*'|'/') expr
     |<mark>2</mark> expr ('+'|'-') expr
    |4'(' expr ')'
NEWLINE : [\r\n]+ -> skip;
INT: [0-9]+ :
```

the matched token—it will not emit it to the parser

```
grammar Expr;
                                          10 + 20 * 30
prog: expr EOF ;
                                                  prog:1
expr: expr ('*'|'/') expr
      |<mark>2</mark> expr ('+'|'-') expr
                                                    <EOF>
                                               expr:2
     |4'(' expr '<u>)</u>'
                                          expr:3
                                                    expr:1
NEWLINE : [\r\n]+ -> skip;
                                               expr:3
                                                        expr:3
INT: [0-9]+;
                                                 20
                                                          30
 directive ->skip; tells the lexer to completely ignore
```

```
grammar Expr;
                                      10 + 20 * 30
prog: expr EOF;
                                             prog:1
expr: expr ('*'|'/') expr
     |<mark>2</mark> expr ('+'|'-') expr
                                           expr:2
                                                <EOF>
     |4'(' expr ')'
                                      expr:3
                                               expr:1
NEWLINE : [\r\n]+ -> skip;
                                          expr:3
                                                   expr:3
INT: [0-9]+;
                                            20
                                                     30
```

```
grammar Expr;
                                      10 + 20 * 30
prog: expr EOF ;
                                              prog:1
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                                           expr:2
                                                 <EOF>
     |4'(' expr ')'
                                      expr:3
                                               expr:1
NEWLINE : [\r\n]+ -> skip;
                                           expr:3
                                                   expr:3
INT: [0-9]+ :
                                             20
                                                     30
```

```
grammar Expr;
                                      10 + 20 * 30
prog: expr EOF 😛
                                              prog:1
expr:1expr ('*'|'/') expr
     |<mark>2</mark> expr ('+'|'-') expr
                                           expr:2 <EOF>
     |4'(' expr ')'
                                      expr:3
                                               expr:1
NEWLINE : [\r\n]+ -> skip;
                                           expr:3
                                                   expr:3
INT: [0-9]+ :
                                             20
                                                     30
```

Lex Attributes	
\$INT->getText() \$INT->getLine()	
INT: [0-9]+;	

1.1.1

text	
type	
line	
Attribute pos	2
index	
channel	
int	

Attribute

Type

String

int

int

Type int

int

int

int

Description

Description

\$ID.index.

Example: \$INT.int.

Example: \$ID.text.

The text matched for the token; translates to a call to getText().

The token type (nonzero positive integer) of the token such

The line number on which the token occurs, counting from

The character position within the line at which the token's first character occurs counting from zero; translates to a call

The overall index of this token in the token stream, counting

The token's channel number. The parser tunes to only one

channel, effectively ignoring off-channel tokens. The default channel is 0 (Token.DEFAULT CHANNEL), and the default hidden

The integer value of the text held by this token; it assumes

that the text is a valid numeric string. Handy for building calculators and so on. Translates to Integer.valueOf(text-of-token).

from zero; translates to a call to getTokenIndex(). Example:

channel is Token. HIDDEN CHANNEL. Translates to a call to

as INT; translates to a call to getType(). Example: \$ID.type.

1; translates to a call to getLine(). Example: \$ID.line.

to getCharPositionInLine(). Example: \$ID.pos.

getChannel(). Example: \$ID.channel.

Basic Structure of Files

lexer rules here

```
<u>C8086Lexer.g4</u>
lexer grammar C8086Lexer;
@lexer::header {
Commonly used to include necessary imports, std
libraries or other dependencies.
Placed at the top of the generated lexer class, so that
the necessary headers are included.
@lexer::members {
Declare variables, helper functions, utility functions
used within the lexer rules.
Becomes a member of the generated lexer class and can
be invoked within lexer rules to log messages.
```

Basic Structure of Files

<u>C8086Lexer.g4</u> lexer grammar C8086Lexer;

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Becomes a member of the generated lexer class and can be invoked within lexer rules to log messages.

// lexer rules here

<u>C8086Parser.g4</u>

parser grammar C8086Parser;
options {
 tokenVocab = C8086Lexer;
}

@parser::header {

Commonly used to include necessary imports, std libraries or other dependencies.

Placed at the top of the generated parser class, so that the necessary headers are included.

@parser::members {

Declare variables, helper functions, utility functions used within the grammar rules.

Becomes a member of the generated parser class and can be invoked within parser rules to log messages.

// parser rules here

Basic Structure of Files

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lexer grammar C8086Lexer;

@lexer::header {

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Declare variables, helper functions, utility functions used within the lexer rules.

Becomes a member of the generated lexer class and can be invoked within lexer rules to log messages.

// lexer rules here

<u>C8086Parser.g4</u>

parser grammar C8086Parser;

options {
 tokenVocab = C8086Lexer;
}

Instruct the parser grammar to use tokens defined in a separate lexer grammar.

@parser::header {

Commonly used to include necessary imports, std libraries or other dependencies.

Placed at the top of the generated parser class, so that the necessary headers are included.

@parser::members {

Declare variables, helper functions, utility functions used within the grammar rules.

Becomes a member of the generated parser class and can be invoked within parser rules to log messages.

// parser rules here

Embedded actions

However, you can give some embedded actions in grammar rules.

A: BC {printf("hello i am embedded")} D

,

Let's see some real stuffs