Contextual Analysis

AST, Interpretation, CFG

YEGOR BUGAYENKO

Lecture #3 out of 10 90 minutes

All videos are in this YouTube playlist.

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Concrete vs. Abstract

Identification

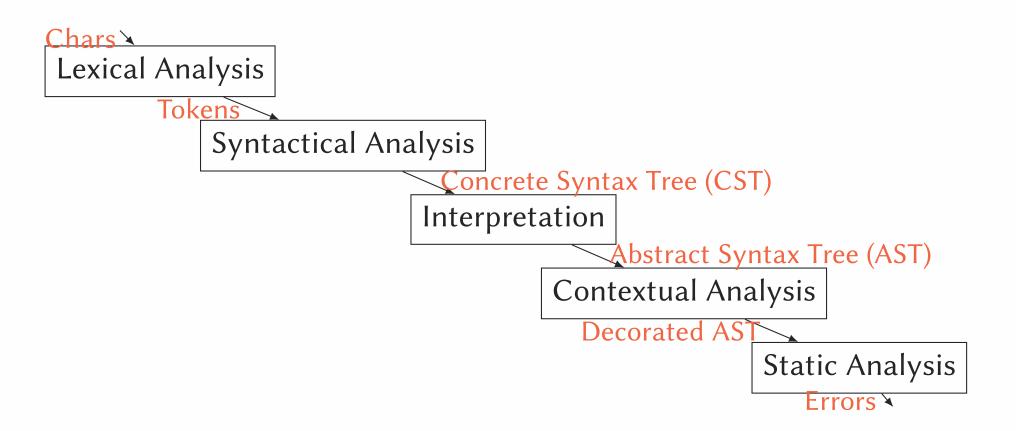
Static Type Checking

AST Visitor

Decorated AST

Control Flow Graph

Code Understanding Pipeline



Chapter #1:

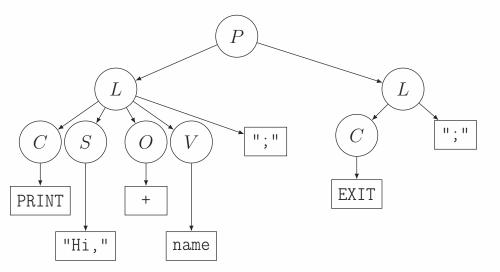
Concrete vs. Abstract

The <u>concrete syntax</u> of a programming language is defined by a context free grammar (CFG). The <u>abstract syntax</u> of an implementation is the set of trees used to represent programs in the implementation.

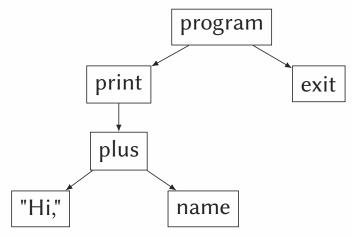
Simple program:

```
PRINT "Hi," + name;
EXIT;
```

Concrete Syntax Tree:



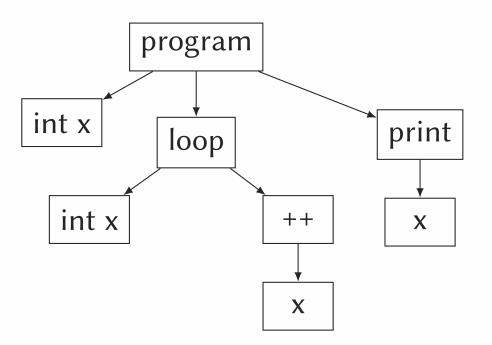
Abstract Syntax Tree:



Chapter #2:

Identification

```
int x;
loop { int x; x++; };
print x;
```



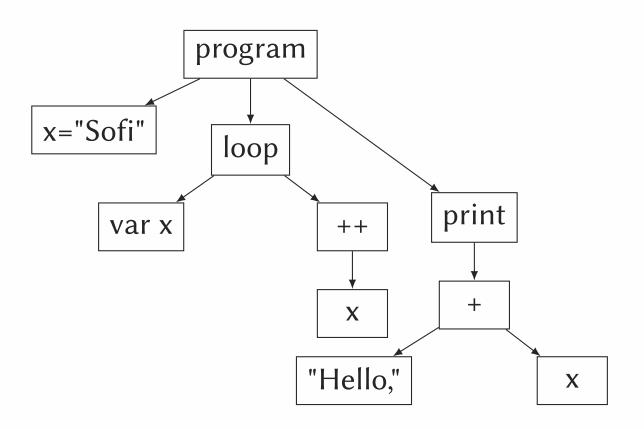
Somehow we must <u>link</u> different x to different places, where they are <u>declared</u>, maybe with the help of "<u>Identification Table</u>," or by attaching attributes to AST nodes, or both. We may want to track their <u>indentation</u> levels.

Chapter #3:

Static Type Checking

Dynamically-typed languages perform type checking at runtime, while statically typed languages perform type checking at compile time.

```
var x = "Sofi";
loop { var x; x++; };
print "Hello," + x;
```



Chapter #4:

AST Visitor

ANTLR4 lets us implement the following interface:

```
public interface ParseTreeListener {
  void visitTerminal(TerminalNode var1);
  void visitErrorNode(ErrorNode var1);
  void enterEveryRule(ParserRuleContext var1);
  void exitEveryRule(ParserRuleContext var1);
}
```

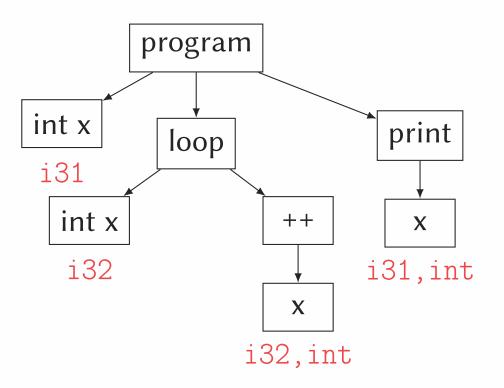
Then:

```
MyLexer lexer = new MyLexer(text); // Lexer
MyParser parser = new MyParser(
    new CommonTokenStream(lexer) // Parser
);
MyListener lsr = new MyListener(); // ParseTreeListener
new ParseTreeWalker().walk(lsr, parser.program());
```

Chapter #5:

Decorated AST

```
int x;
loop { int x; x++; };
print x;
```



Chapter #6:

Control Flow Graph

int x = 42;
loop { int x = 0; x++; };
print x;

