

6.035 Infosession 2

Fall 2014

Project 1: Done

So far, we have 7 teams:

- Scala: 4 teams
- Java: 2 teams
- Haskell: 1 team

Team repositories have been created

Project 2: Semantic Checker

Input: Parse tree of the program produced by the parser from Project 1

Construct internal data structures:

- Construct intermediate code representation
- Construct symbol table

Run checking procedures

- Make sure that the program is legal
- Use the generated IR and symbol table

Output: Decide whether a program is legal

Intermediate Representation Summary

Makes the traversal and subsequent analysis/code generation easier

Alternative ways of construction:

- Build concrete parse tree in parser
 - Generate AST
 - Generate high-level IR
- Build abstract syntax tree in parser
 - Generate high-level IR
- Build IR directly in parser

Hierarchy for Expressions

Variant 1

- IntegerLiteral
- BooleanLiteral
- Location
- MethodCallExpr
- CalloutExpr
- ArithmeticOp
- BooleanOp
- RelationalOp

Variant 2

- Literal
 - IntLiteral
 - BoolLiteral
- Location
- CallExpr
 - MethodCallExpr
 - CalloutCallExpr
- BinaryOp

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Variant 2

- Literal
 - IntLiteral
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- CallExpr
 - MethodCallExpr
 - CalloutCallExpr
- BinaryOp
 - {
 OPER_DESC operator;
 Expression lhs;
 Expression rhs;
}

Statements and Methods

Statements

- AssignmentStmt

```
{
    Location lhs;
    Expression rhs;
}
```
- PlusAssignmentStmt
- BreakStmt
- ContinueStmt
- IfStmt
- WhileStmt

Method & Field Declarations

- MethodDecl
- VarDecl
 - ArrayVarDecl
- Type (TyInt and TyBool)

Specialization

Store and load nodes: for parameters, arrays and scalars

- May specify the index of the array
- May specify storage (stack, heap)

Symbol Table Summary

- Data structure that holds meta-information about the program's elements
- Descriptors for
 - Scalar and array variables: type and length
 - Functions: name, type, symbol table for parameters, symbol table for its local variables
 - Intermediate expressions: type
 - Debug information: line numbers, column numbers
- Requires efficient lookup operation

Scope

Scope: unit of program with one or more variables (or functions) defined in it.

- Program, functions, blocks
- Nested scopes: inner and outer

```
void f(int p) { /* ... */ }
```

```
void main() {  
    int i;  
    if (true) {  
        int j; /*...*/  
    }  
}
```

Visibility of Variables/Functions

Defines in which scope(s) one can access the variable/function

In case of Decaf:

- Use after declaration: a variable or a function is visible only after it has been declared
- A variable/function defined in the outer scope is visible in the inner scope
- Variable declaration from inner scope may shadow the declaration from outer scope with the same name

Use after Declaration

```
void f( ) { /* ... */ }
```

```
void g( ) {
```

```
    f();
```

```
    h() ;
```

```
}
```

```
void h ( ) { /* ... */ }
```

- We can call f from g, but not h

Shadowing

- In Decaf, comes from nested scopes:

```
void main ( ) {  
    int f;  
    f = 1;  
    if (true) {  
        bool f;  
        f = true; // ok  
    }  
}
```

- Variable is visible until the end of the surrounding scope

Global and Local Scopes

```
void f ( ) {  
}
```

```
void main ( ) {  
    int f;  
    f = 42;    // ok  
    f();       // not ok  
}
```

Semantic Analyses

- Variable Referencing
- Type checking
- Array use
- Range checking
- ...

Variable Referencing

...
A[10] = 1
...

- Is A declared?
- Is A an array?
- Then check for types:
 - Is A an integer array
 - Is index (10) a non-negative integer

Type Checking

- Implicit type conversions are not allowed:

`1 + false`

`1 == true`

`false || (2+1)`

- All expressions above are illegal!

Arrays

- Array variables can be used only to get indexed location and to get array length:

```
int a[10];  
int x;  
void f() {  
    x = a; // not ok  
    a = x; // not ok  
    x = @a; // ok  
    x = @x; // not ok  
    x[1] = a[1]; // not ok  
}
```

Range Checking

- Ensure that an integer constant is within the required range:

```
int x;  
int a[10];  
void main ( ) {  
    x = -18446744073709551617; // not ok  
    a[-1] = x; //not ok  
}
```

Traversing Program's IR

- Visitor Pattern (Java)
- Pattern Matching (Scala/Haskell)

Team Tasks

- Select Parser: Select one or combine multiple
- IR design: Define the common interface and the type hierarchy
- Symbol table: Define the common interface, ensure the lookup is efficient
- Analyses: Implement the checker functions
- Tests: more important than it looks like!

Project Result

- Report: document the design decisions and the implementation
- Implementation:
 - Make a branch in the git repository (for archival)
 - Send the archive with the source code to us by the deadline time
 - We will send the instructions for submitting the project

Compiler Output

- Run as

```
./run.sh --target=inter program.dcf
```

- Returns status code 0 (no error), or non-zero (error)
- Also: prints semantics errors and file/line/column where the error happened
- Debug mode: pretty print the IR of a program

Project Evaluation

- We will run the project on a set of public and hidden tests
 - We will use Athena as our execution environment
- Most of the tests will be pass/fail
 - Compiler returns zero or non-zero status
- We will have several tests that manually check for multiple error recovery and reports

Project Evaluation

- We will make hidden tests available after all teams submit the project (including late days)
- We will report on the results of running the compiler on hidden tests a few days after the submission deadline
- Points:
 - Total 9% of the grade
 - 20% Documentation
 - 80% Implementation (public tests 33%, hidden tests 67%)

Timeline

- Announced: Monday evening
- Public tests: Later today
- Due: Next Thursday (Oct 2 midnight)