Context-sensitive Analysis

or

Semantic Elaboration

COMP 412

Fall 2005

Beyond Syntax

There is a level of correctness that is deeper than grammar

```
fie(a,b,c,d) {
    int a, b, c, d;
     …
}
fee() {
    int f[3],g[0], h, i, j, k;
    char *p;
    fie(h,i,“ab”,j, k);
    k = f * i + j;
    h = g[17];
    printf(“<%s,%s>.\n”,p,q);
    p = 10;
}
```

What is wrong with this program?

(let me count the ways …)

- number of args to fie()
- declared g[0], used g[17]
- “ab” is not an int
- wrong dimension on use of f
- undeclared variable q
- 10 is not a character string

All of these are

“deeper than syntax”

To generate code, we need to understand its meaning !

Beyond Syntax

To generate code, the compiler needs to answer many questions

- Is “x” a scalar, an array, or a function? Is “x” declared?
- Are there names that are not declared? Declared but not used?
- Which declaration of “x” does each use reference?
- Is the expression “x * y + z” type-consistent?
- In “*a*[i,j,k]”, does *a* have three dimensions?
- Where can “z” be stored? *(register, local, global, heap, static)*
- In “f ← 15”, how should 15 be represented?
- How many arguments does “fie()” take? What about “printf ()” ?
- Does “*p” reference the result of a “malloc()” ?
- Do “p” & “q” refer to the same memory location?
- Is “x” defined before it is used?

These are beyond a CFG

Beyond Syntax

These questions are part of context-sensitive analysis

- Answers depend on values, not parts of speech
- Questions & answers involve non-local information
- Answers may involve computation

How can we answer these questions?

- Use formal methods
  - Context-sensitive grammars?
  - Attribute grammars? ***(attributed grammars?)***
- Use *ad-hoc* techniques
  - Symbol tables
  - *Ad-hoc* code ***(action routines)***

In scanning & parsing, formalism won; different story here.

Beyond Syntax

Telling the story

- The attribute grammar formalism is important
  - Succinctly makes many points clear
  - Sets the stage for actual, *ad-hoc* practice
- The problems with attribute grammars motivate practice
  - Non-local computation
  - Need for centralized information
- Some folks still argue for attribute grammars
  - Knowledge is power
  - Information is immunization

We will cover attribute grammars, then move on to *ad-hoc* ideas

Attribute Grammars

What is an attribute grammar?

- A context-free grammar augmented with a set of rules
- Each symbol in the derivation has a set of values, or *attributes*
- The rules specify how to compute a value for each attribute

Example grammar

Number	→	Sign List
Sign	→	+
	|	-
List	→	List Bit
	|	Bit
Bit	→	0
	|	1

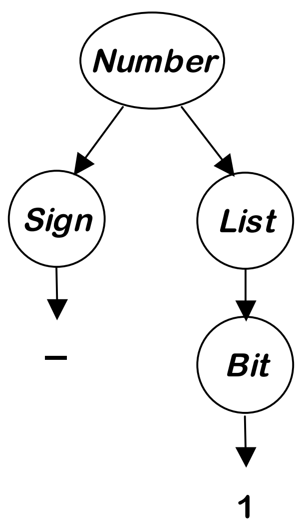
This grammar describes signed binary numbers

We would like to augment it with rules that compute the decimal value of each valid input string

Examples

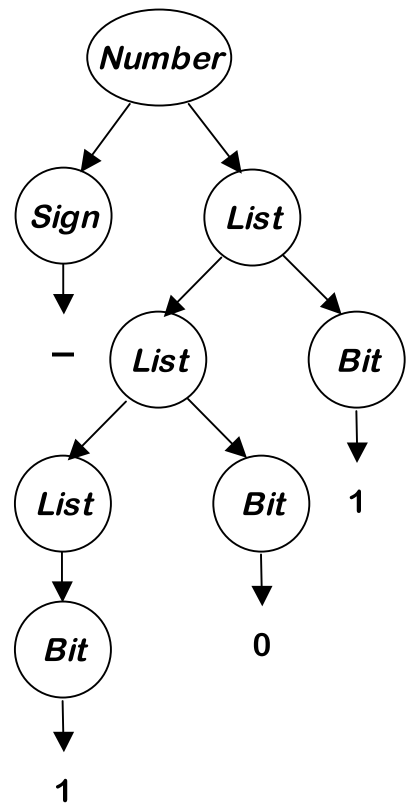
For "–1"

Number → *Sign List*
→ *Sign Bit*
→ *Sign 1*
→ – 1



For "–101"

Number → *Sign List*
→ *Sign List Bit*
→ *Sign List 1*
→ *Sign List Bit 1*
→ *Sign List 0 1*
→ *Sign Bit 0 1*
→ *Sign 1 0 1*
→ – 101



We will use these two throughout the lecture

Attribute Grammars

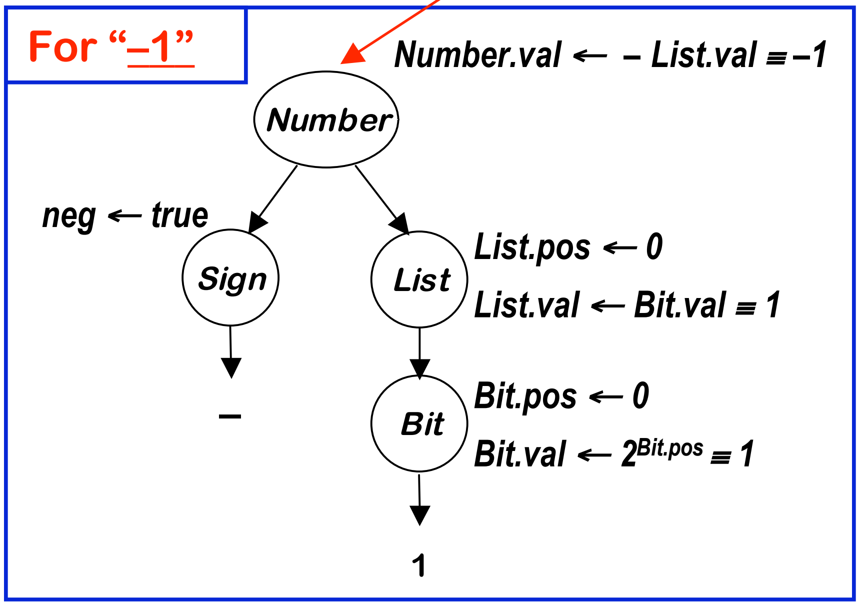
Add rules to compute the decimal value of a signed binary number

Productions			Attribution Rules
Number	→	*Sign List*	*List.pos* ← *0* *If Sign.neg* *then Number.val* ← *– List.val* *else Number.val* ← *List.val*
Sign	→	<u>+</u>	*Sign.neg* ← *false*
	|	<u>–</u>	*Sign.neg* ← *true*
$List_0$	→	$List_1$ *Bit*	$List_1.pos \leftarrow List_0.pos + 1$ $Bit.pos \leftarrow List_0.pos$ $List_0.val \leftarrow List_1.val + Bit.val$
	|	*Bit*	*Bit.pos* ← *List.pos* *List.val* ← *Bit.val*
Bit	→	0	*Bit.val* ← *0*
	|	1	$Bit.val \leftarrow 2^{Bit.pos}$

Symbol	Attributes
Number	val
Sign	neg
List	pos, val
Bit	pos, val

Back to the Examples

Rules + parse tree imply an attribute dependence graph



One possible evaluation order:

1. List.pos
2. Sign.neg
3. Bit.pos
4. Bit.val
5. List.val
6. Number.val

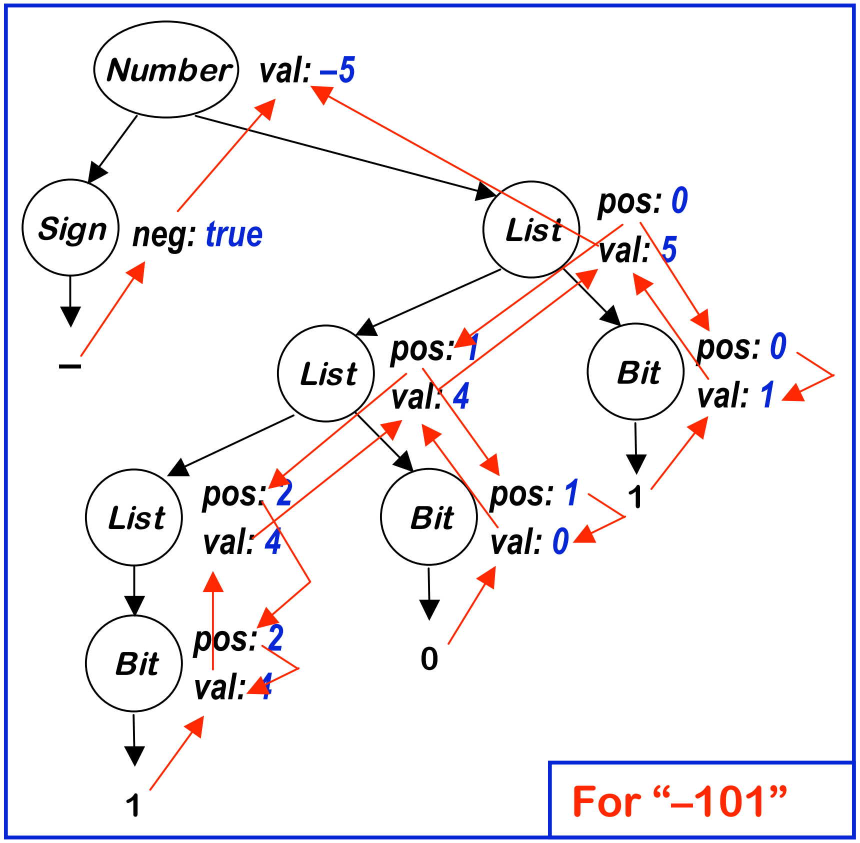
Other orders are possible

Evaluation order must be consistent with the attribute dependence graph

Knuth suggested a data-flow model for evaluation

- Independent attributes first
- Others in order as input values become available

Back to the Examples



This is the complete attribute dependence graph for "–101".

It shows the flow of *all* attribute values in the example.

Some flow *downward*

→ inherited attributes

Some flow *upward*

→ synthesized attributes

A rule may use attributes in the parent, children, or siblings of a node

The Rules of the Game

- Attributes associated with nodes in parse tree
- Rules are value assignments associated with productions
- Attribute is defined once, using local information
- Label identical terms in production for uniqueness
- Rules & parse tree define an attribute dependence graph
  - Graph must be non-circular

This produces a high-level, functional specification

Synthesized attribute

- Depends on values from children

Inherited attribute

- Depends on values from siblings & parent

Using Attribute Grammars

Attribute grammars can specify context-sensitive actions

- Take values from syntax
- Perform computations with values
- Insert tests, logic, …

Synthesized Attributes	Inherited Attributes
• Use values from children & from constants • S-attributed grammars • Evaluate in a single bottom-up pass Good match to LR parsing	• Use values from parent, constants, & siblings • directly express context • can rewrite to avoid them • Thought to be more *natural* Not easily done at parse time

We want to use both kinds of attributes

Evaluation Methods

Dynamic, dependence-based methods

- Build the parse tree
- Build the dependence graph
- Topological sort the dependence graph
- Define attributes in topological order

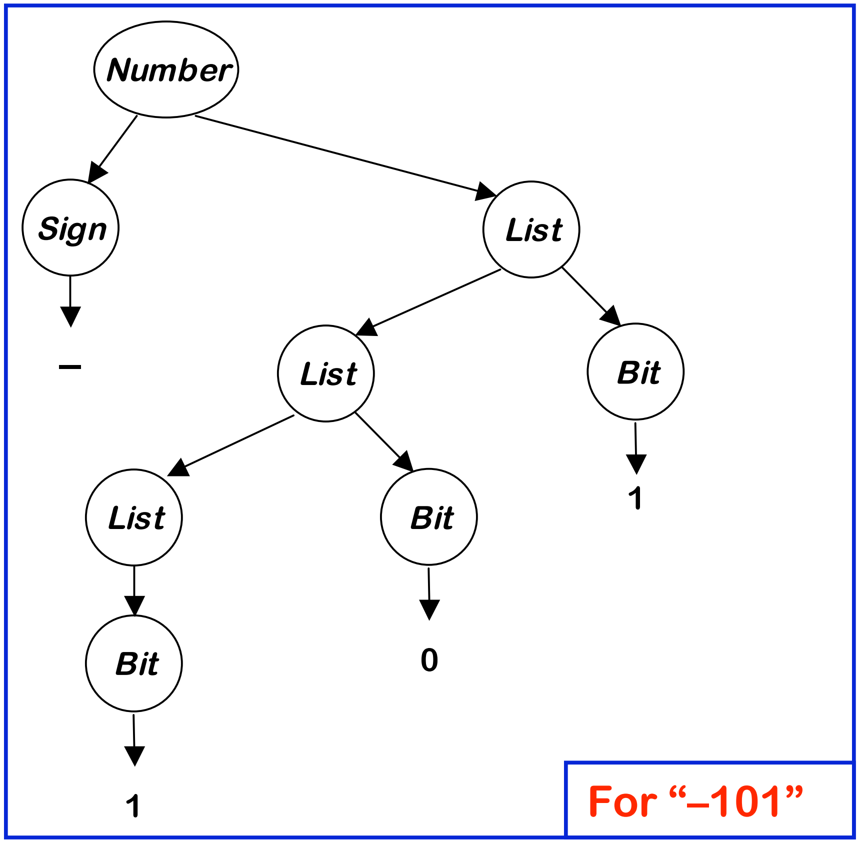
Rule-based methods *(treewalk)*

- Analyze rules at compiler-generation time
- Determine a fixed (static) ordering
- Evaluate nodes in that order

Oblivious methods *(passes, dataflow)*

- Ignore rules & parse tree
- Pick a convenient order (at design time) & use it

Back to the Example



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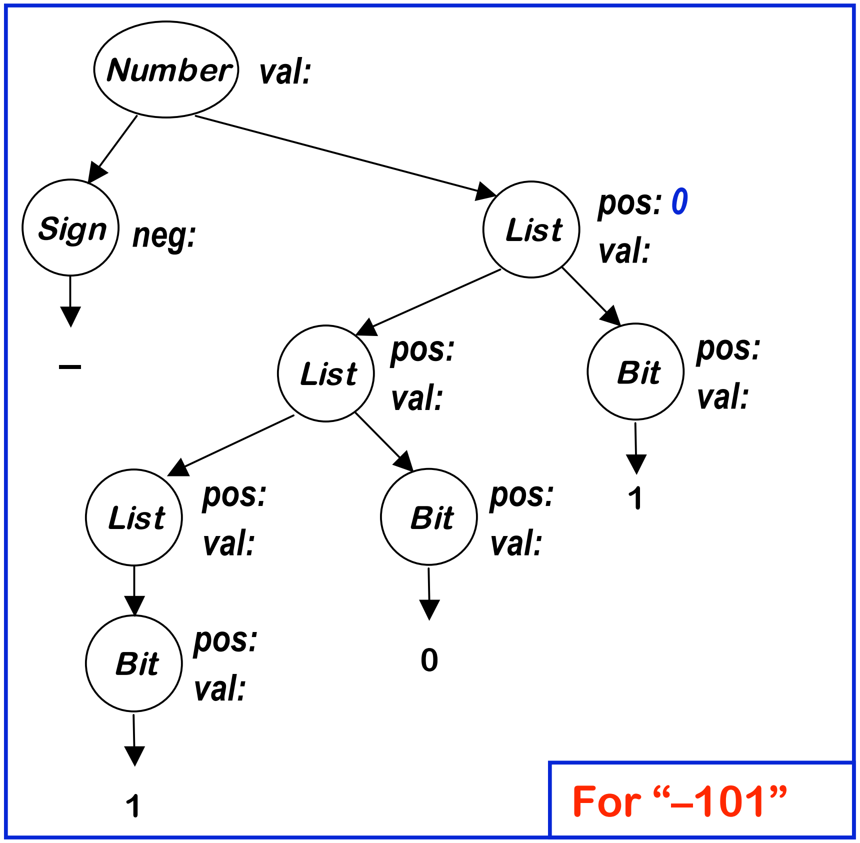

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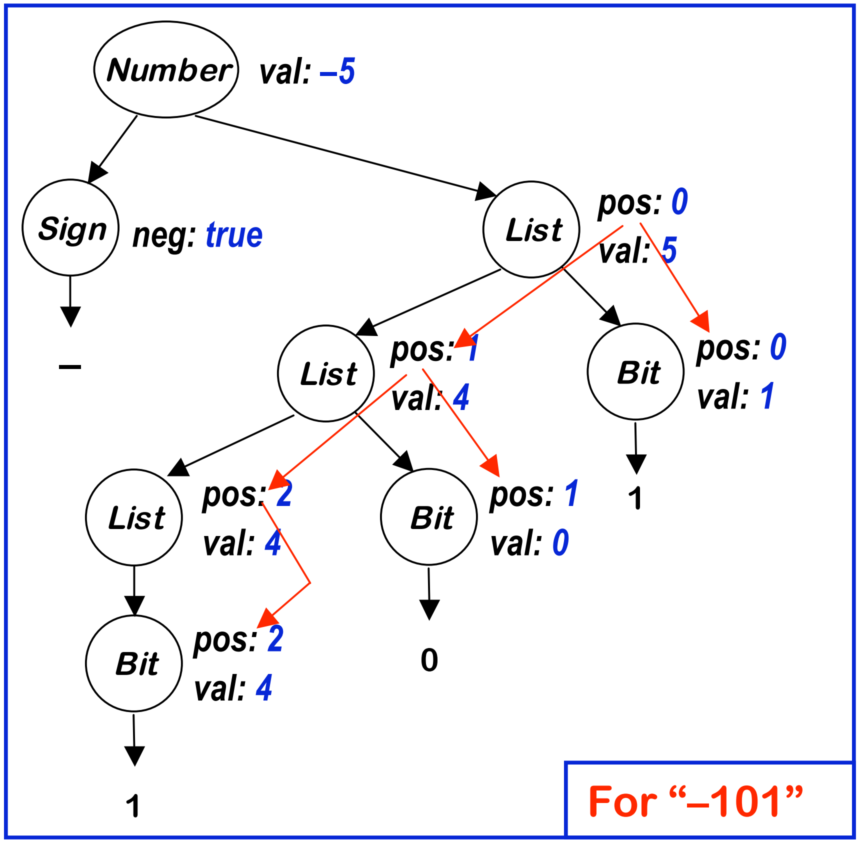
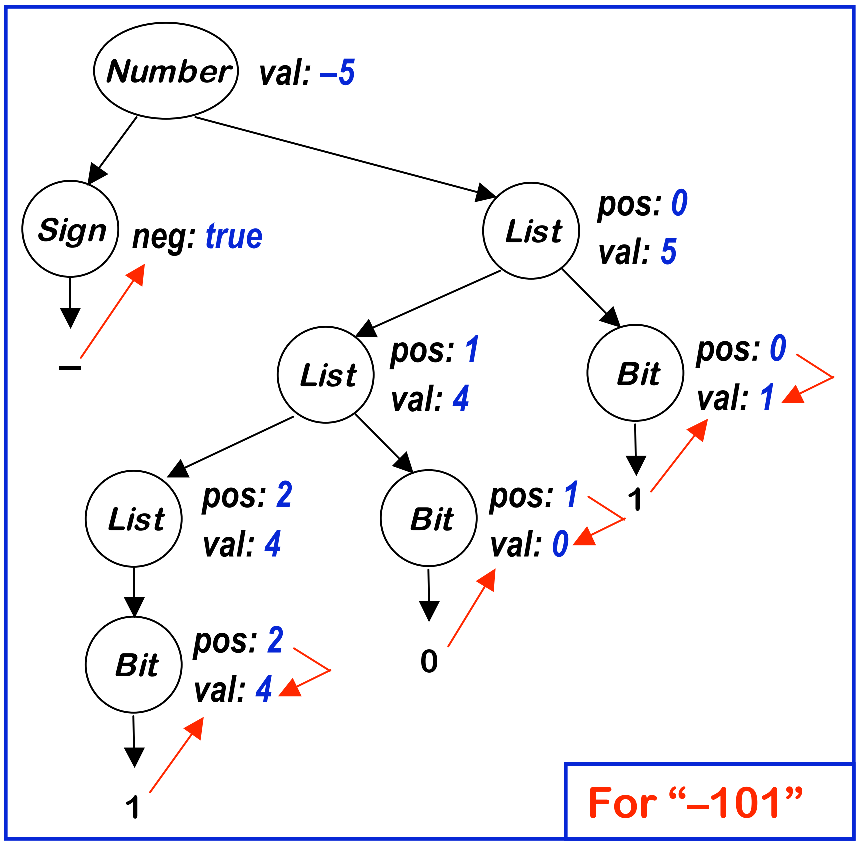


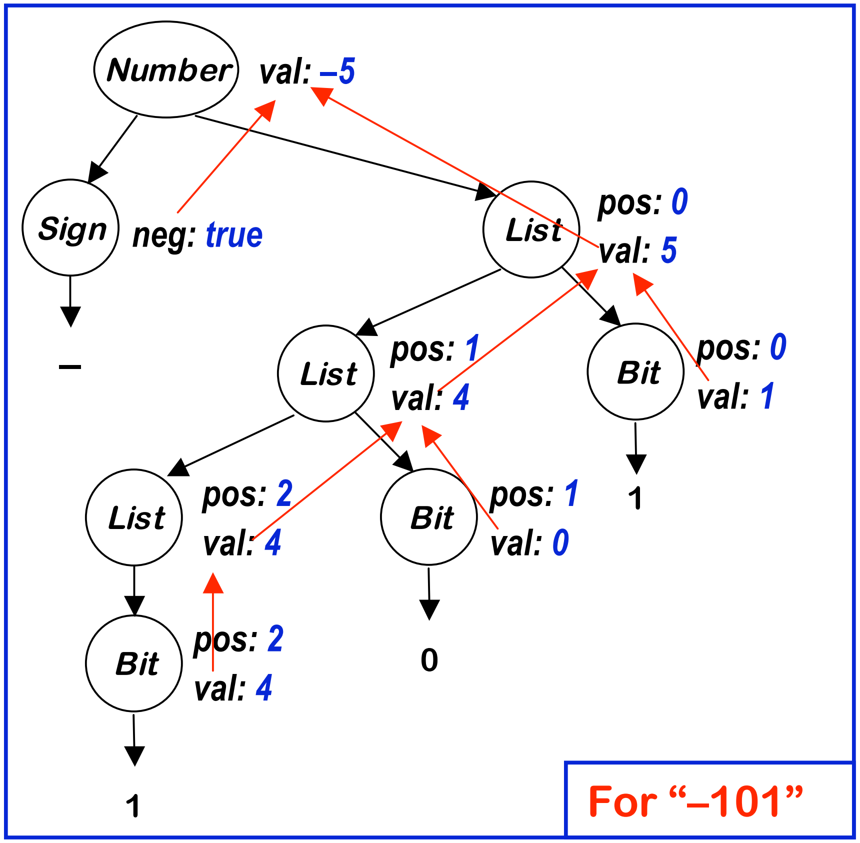
Inherited Attributes

Back to the Example



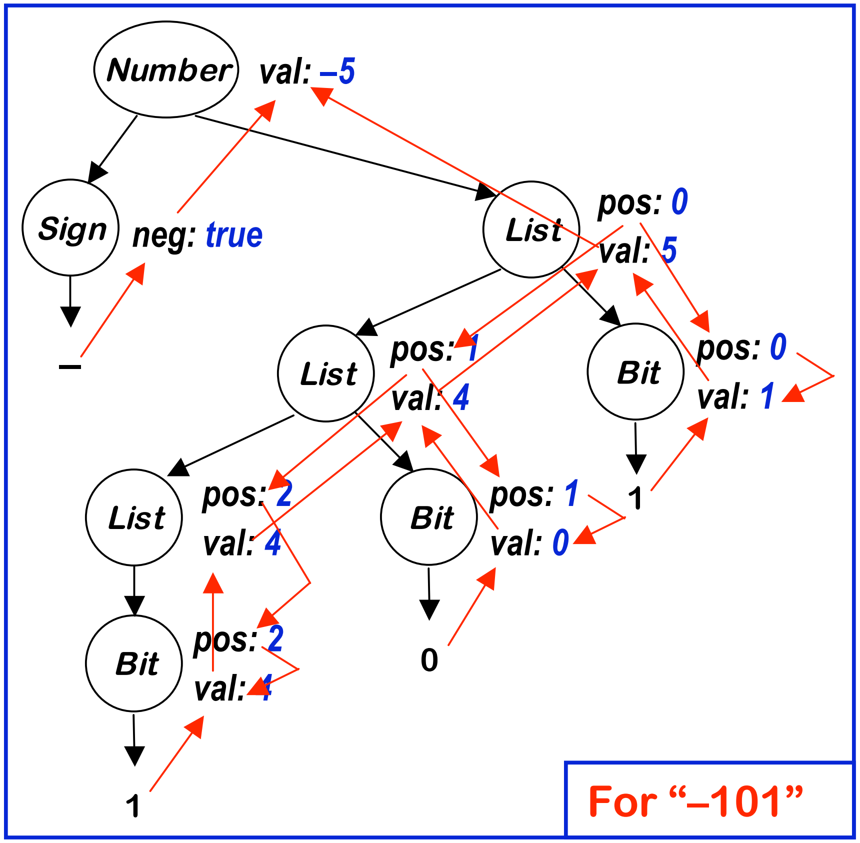
Synthesized attributes

Back to the Example



Synthesized attributes

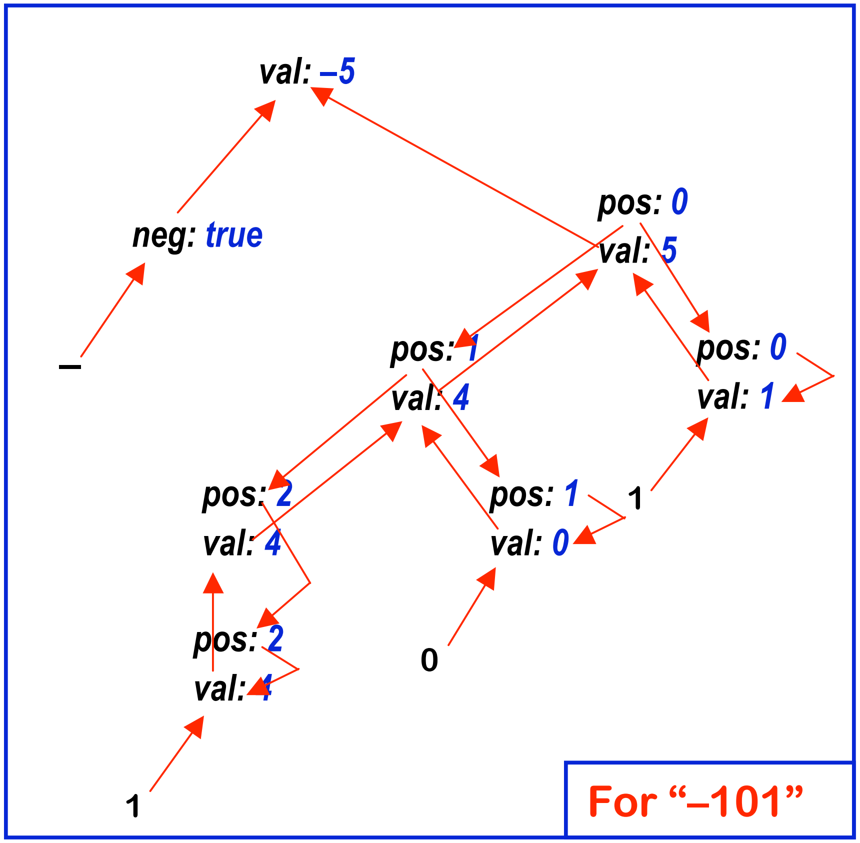
Back to the Example



If we show the computation ...

& then peel away the parse tree ...

Back to the Example



All that is left is the attribute dependence graph.

This succinctly represents the flow of values in the problem instance.

The dynamic methods sort this graph to find independent values, then work along graph edges.

The rule-based methods try to discover "good" orders by analyzing the rules.

The oblivious methods ignore the structure of this graph.

The dependence graph must be acyclic

Circularity

We can only evaluate acyclic instances

- General circularity testing problem is inherently exponential!
- We can prove that some grammars can only generate instances with acyclic dependence graphs
  - Largest such class is "strongly non-circular" grammars (*SNC*)
  - *SNC* grammars can be tested in polynomial time
  - Failing the *SNC* test is <u>not</u> conclusive

Many evaluation methods discover circularity dynamically

⇒ Bad property for a compiler to have