



RICE

COMP 412
FALL 2009

*Context-sensitive Analysis
or
Semantic Elaboration
Comp 412*

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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 a given 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 parsing, formalism won; here, ad-hoc techniques dominate actual practice



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 (or parse tree) has a set of named values, or *attributes*
- The rules specify how to compute a value for each attribute
 - Attribution rules are functional; they uniquely define the value

Example grammar

1	<i>Number</i>	→	<i>Sign List</i>
2	<i>Sign</i>	→	+
3			-
4	<i>List</i>	→	<i>List Bit</i>
5			<i>Bit</i>
6	<i>Bit</i>	→	0
7			1

This grammar describes signed binary numbers

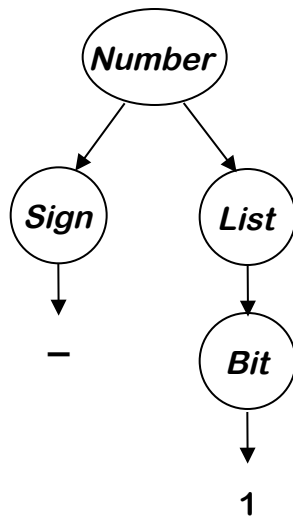
We would like to augment it with rules that compute the decimal value of each valid input string

Examples



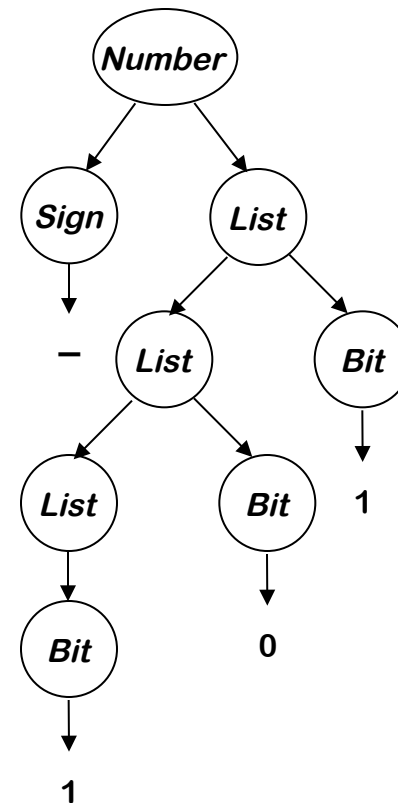
For “-1”

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

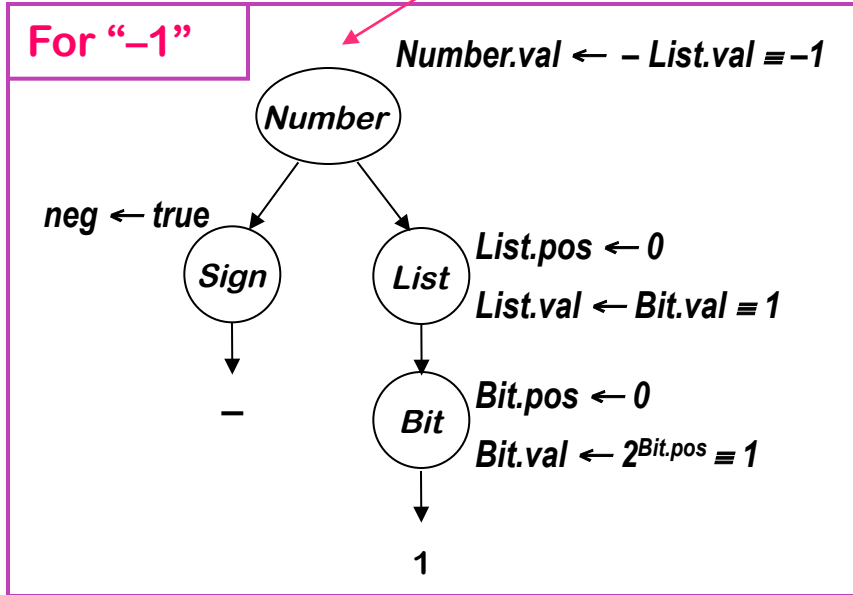
Productions	Attribution Rules
$Number \rightarrow Sign List$	$List.pos \leftarrow 0$ if $Sign.neg$ then $Number.val \leftarrow - List.val$ else $Number.val \leftarrow List.val$
$Sign \rightarrow +$	$Sign.neg \leftarrow false$
$Sign \rightarrow -$	$Sign.neg \leftarrow true$
$List_0 \rightarrow List_1 Bit$	$List_1.pos \leftarrow List_0.pos + 1$ $Bit.pos \leftarrow List_0.pos$ $List_0.val \leftarrow List_1.val + Bit.val$
$List_0 \rightarrow Bit$	$Bit.pos \leftarrow List.pos$ $List.val \leftarrow Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$Bit \rightarrow 1$	$Bit.val \leftarrow 2^{Bit.pos}$

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

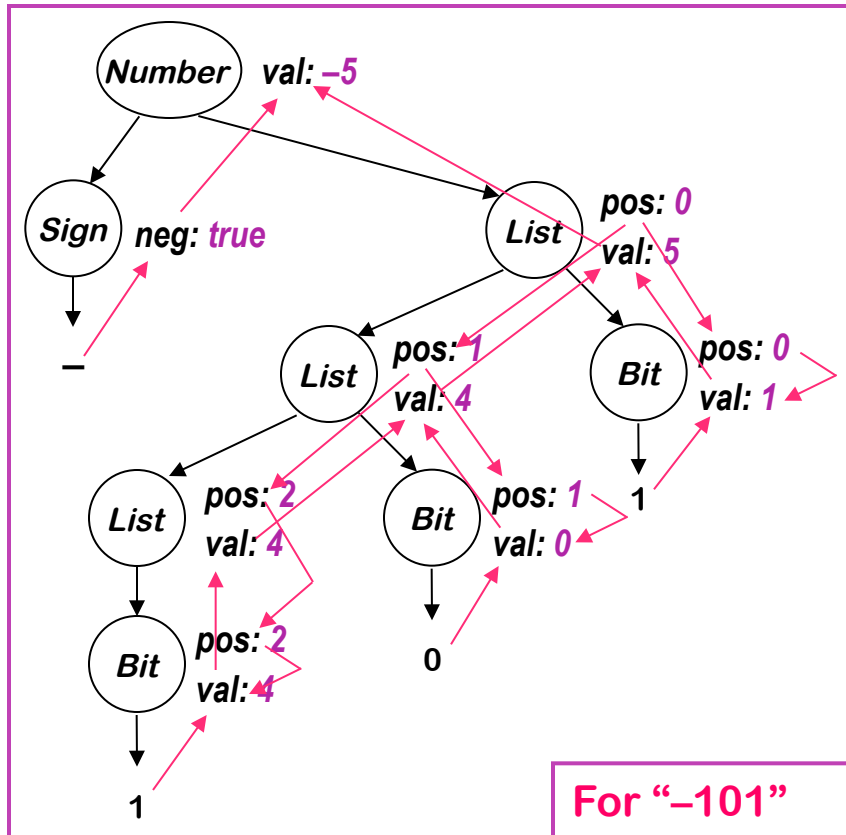
Other orders are possible

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

N.B.: AG is a specification for the computation, not an algorithm



Using Attribute Grammars

Attribute grammars can specify context-sensitive actions

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

Synthesized Attributes

- Use values from children & from constants
- S-attributed grammars
- Evaluate in a single bottom-up pass

Good match to LR parsing

Inherited Attributes

- 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

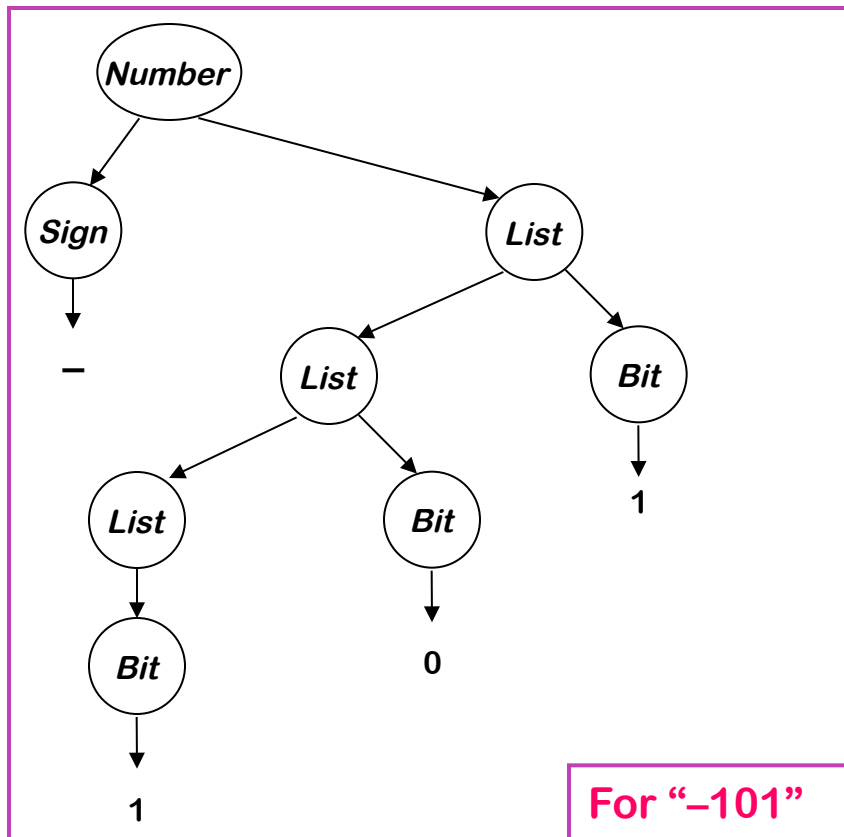
(passes, dataflow)

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



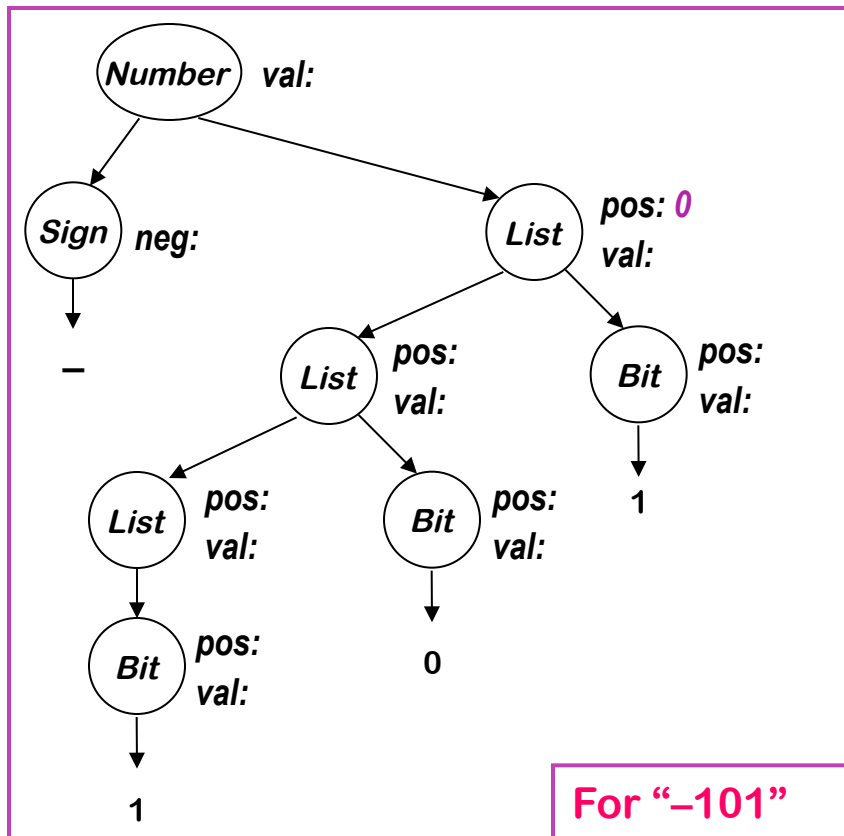


Back to the Example

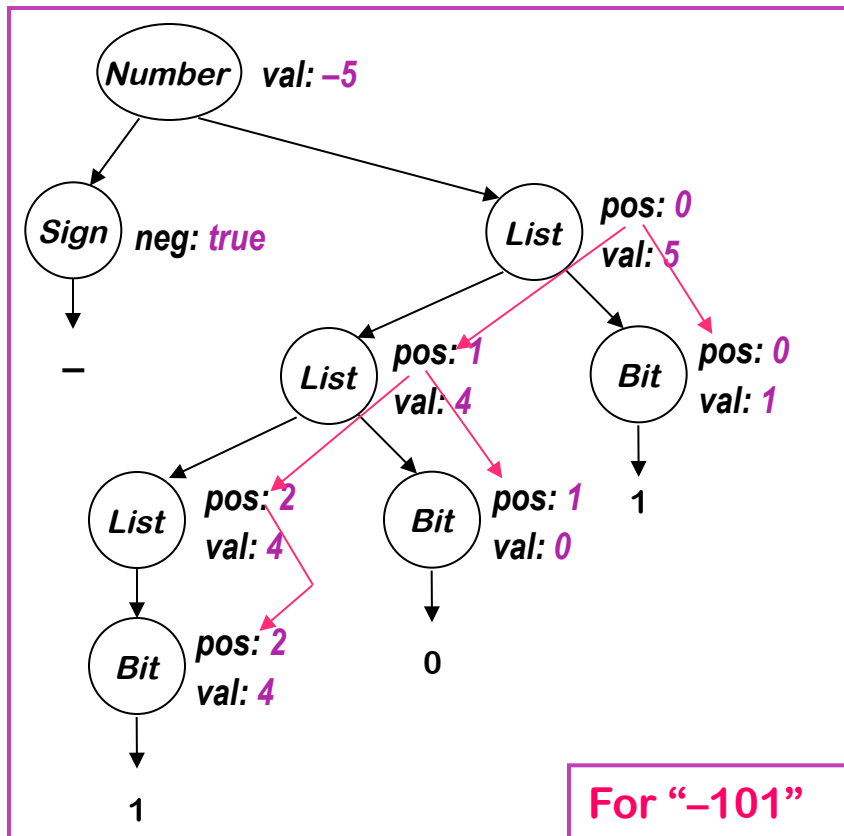




Back to the Example

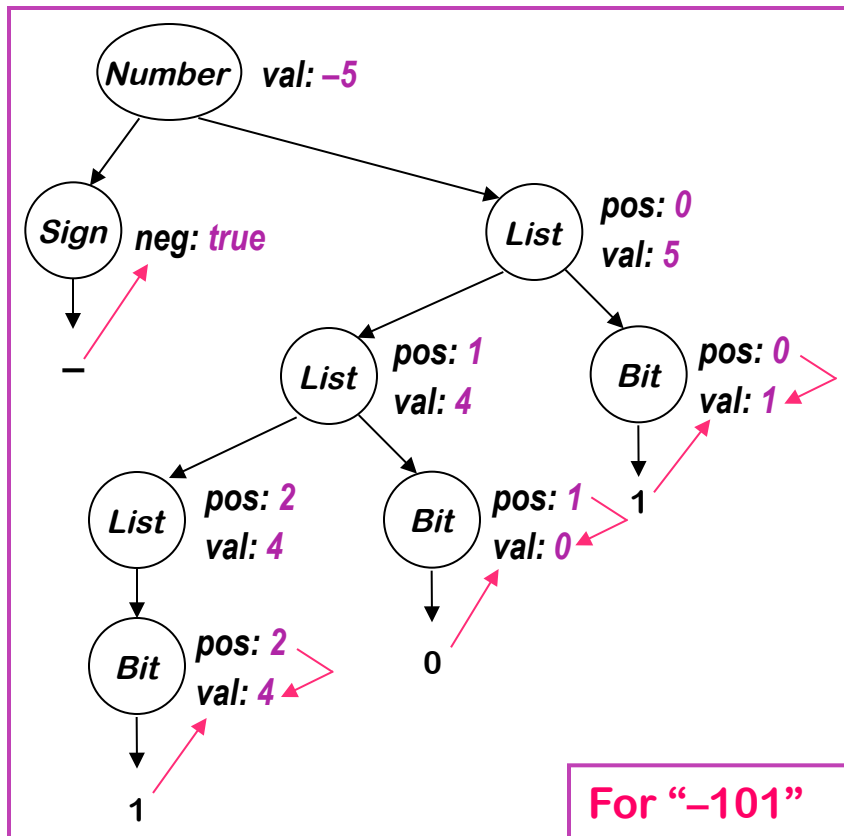


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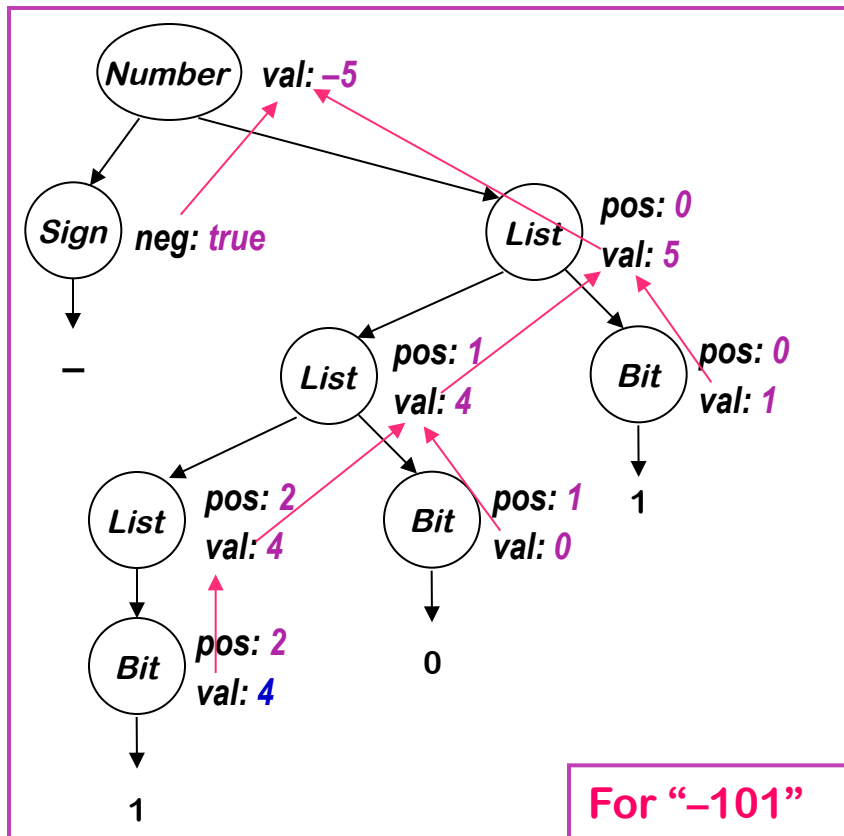
Inherited Attributes

Back to the Example



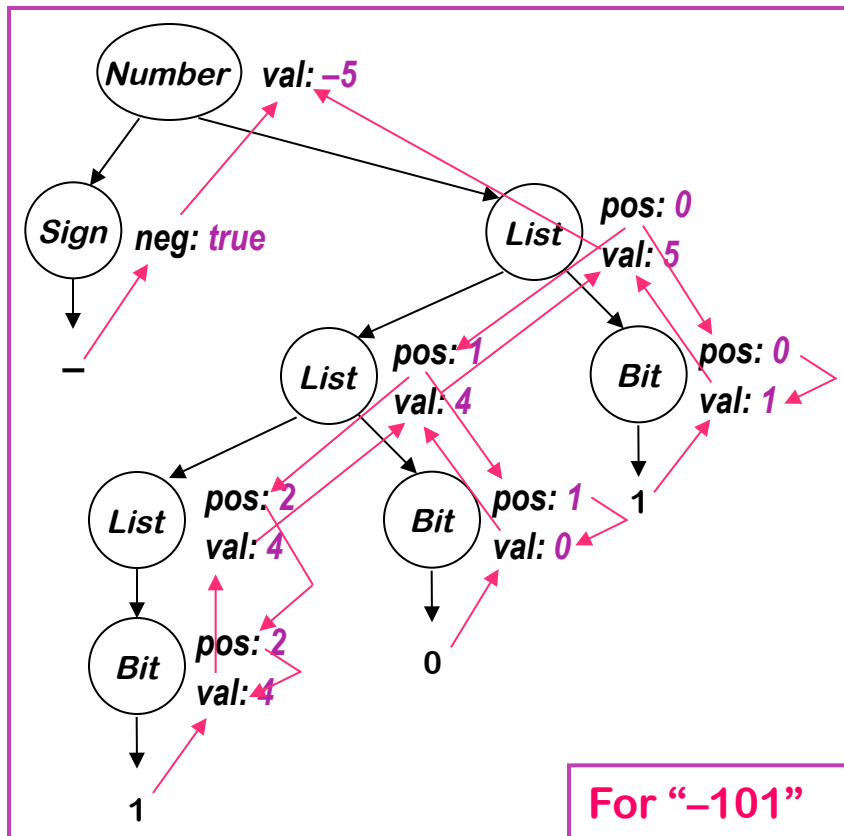
Synthesized attributes

Back to the Example



Synthesized attributes

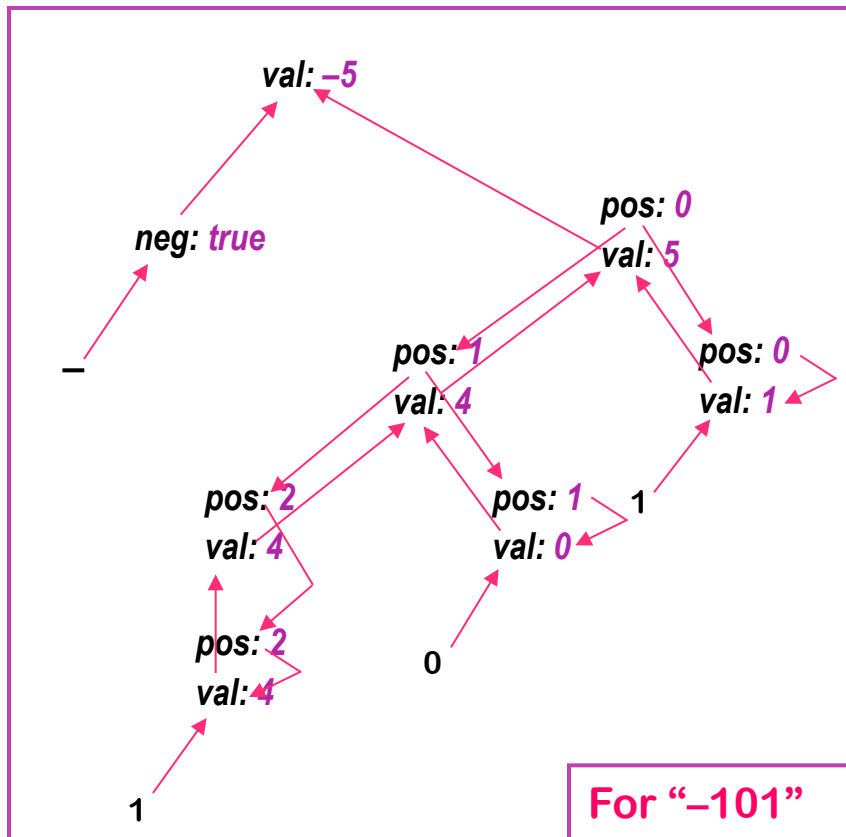
Back to the Example



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 not conclusive

Many evaluation methods discover circularity dynamically

⇒ Bad property for a compiler to have

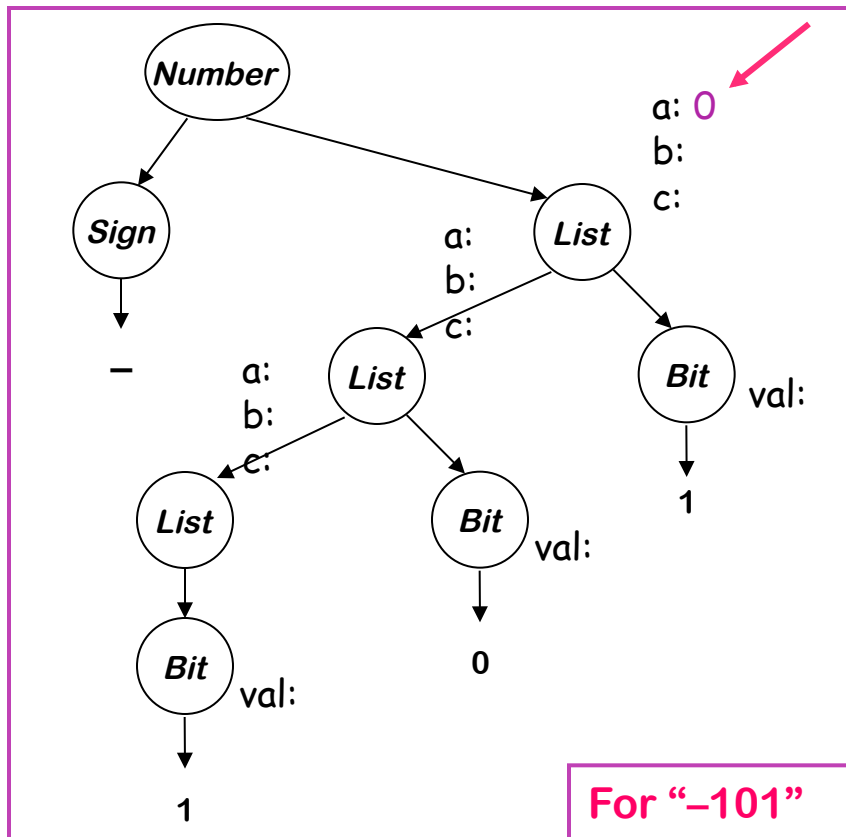


A Circular Attribute Grammar

Productions	Attribution Rules
$Number \rightarrow List$	$List.a \leftarrow 0$
$List_0 \rightarrow List_1 Bit$	$List_1.a \leftarrow List_0.a + 1$ $List_0.b \leftarrow List_1.b$ $List_1.c \leftarrow List_1.b + Bit.val$
$\quad \quad \quad \quad Bit$	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$\quad \quad \quad \quad 1$	$Bit.val \leftarrow 1$

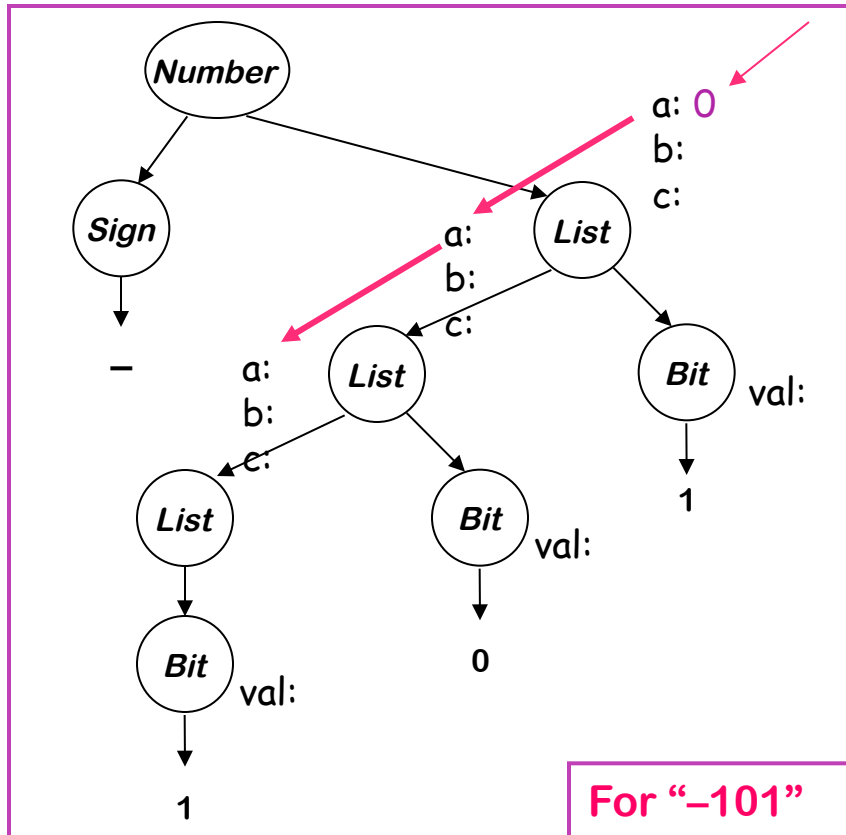
Remember, the circularity is in the attribution rules, not the underlying CFG

Circular Grammar Example



Productions	Attribution Rules
$Number \rightarrow List$	$List.a \leftarrow 0$
$List_0 \rightarrow List_1$	$List_1.a \leftarrow List_0.a + 1$
$List_0 \rightarrow Bit$	$List_0.b \leftarrow List_1.b$
	$List_1.c \leftarrow List_1.b + Bit.val$
	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$Bit \rightarrow 1$	$Bit.val \leftarrow 1$

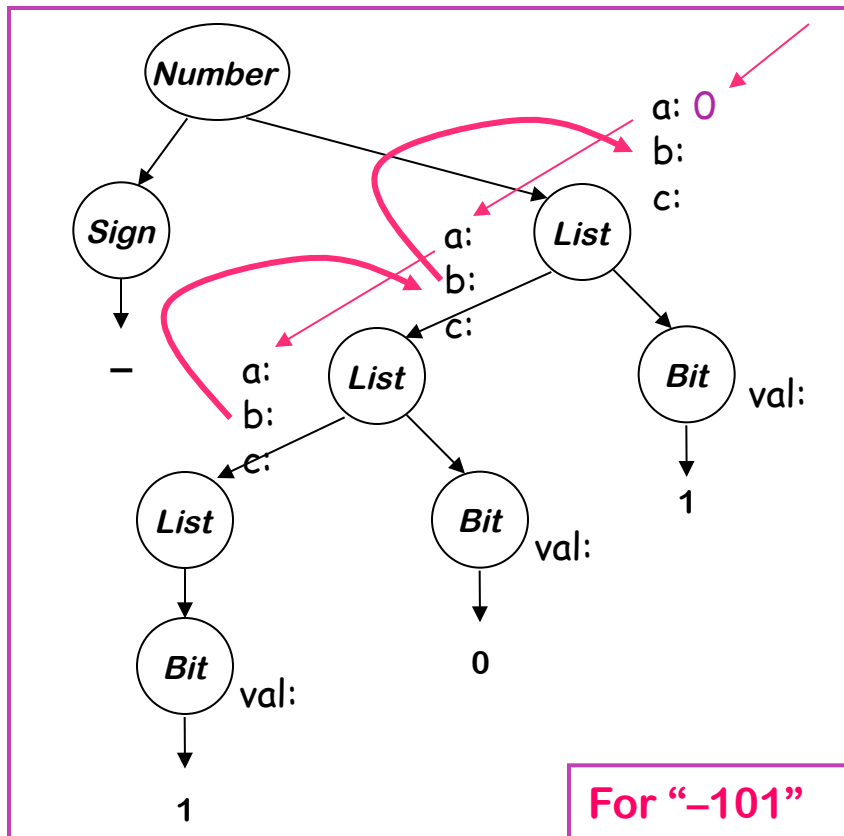
Circular Grammar Example



Productions	Attribution Rules
$Number \rightarrow List$	$List.a \leftarrow 0$
$List_0 \rightarrow List_1$	$List_1.a \leftarrow List_0.a + 1$
$List_0 \rightarrow Bit$	$List_0.b \leftarrow List_1.b$ $List_1.c \leftarrow List_1.b + Bit.val$
$ Bit$	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$ 1$	$Bit.val \leftarrow 1$



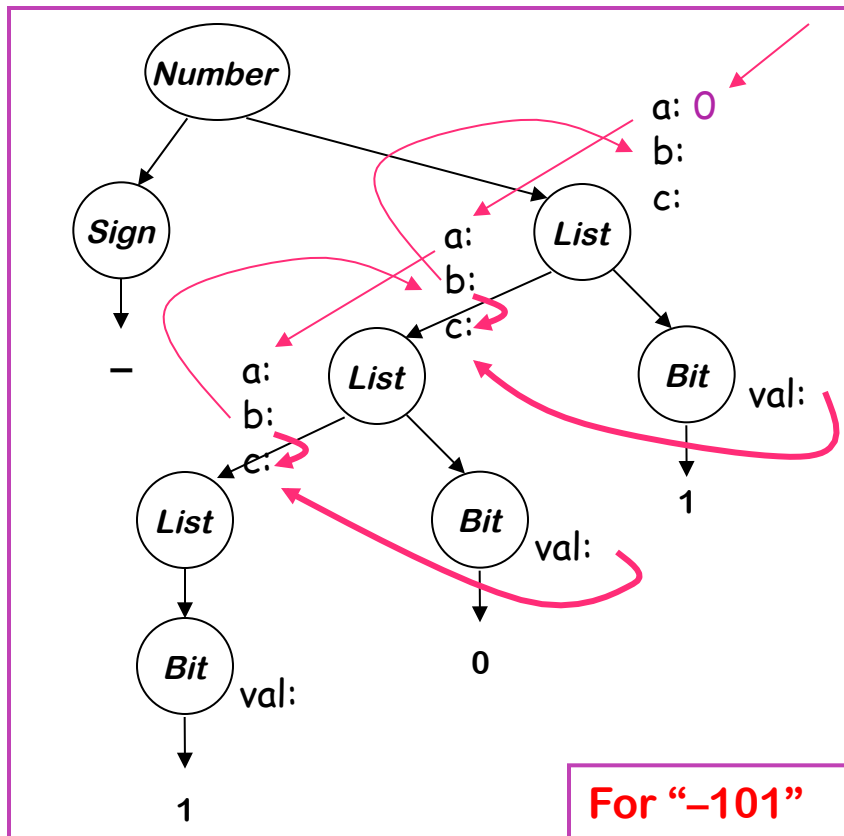
Circular Grammar Example



Productions	Attribution Rules
$Number \rightarrow List$	$List.a \leftarrow 0$
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$ Bit$	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$ 1$	$Bit.val \leftarrow 1$



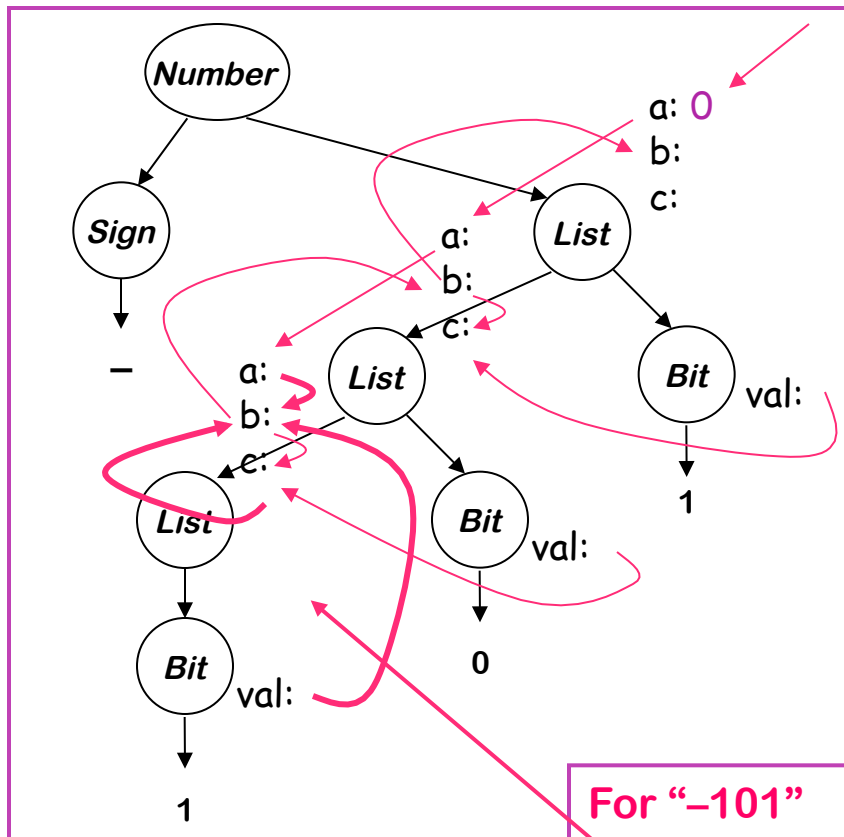
Circular Grammar Example



Productions	Attribution Rules
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$List_0 \rightarrow List_1$	$List_1.a \leftarrow List_0.a + 1$
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	$List_1.c \leftarrow List_1.b + Bit.val$
$List_0 \rightarrow Bit$	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
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Circular Grammar Example

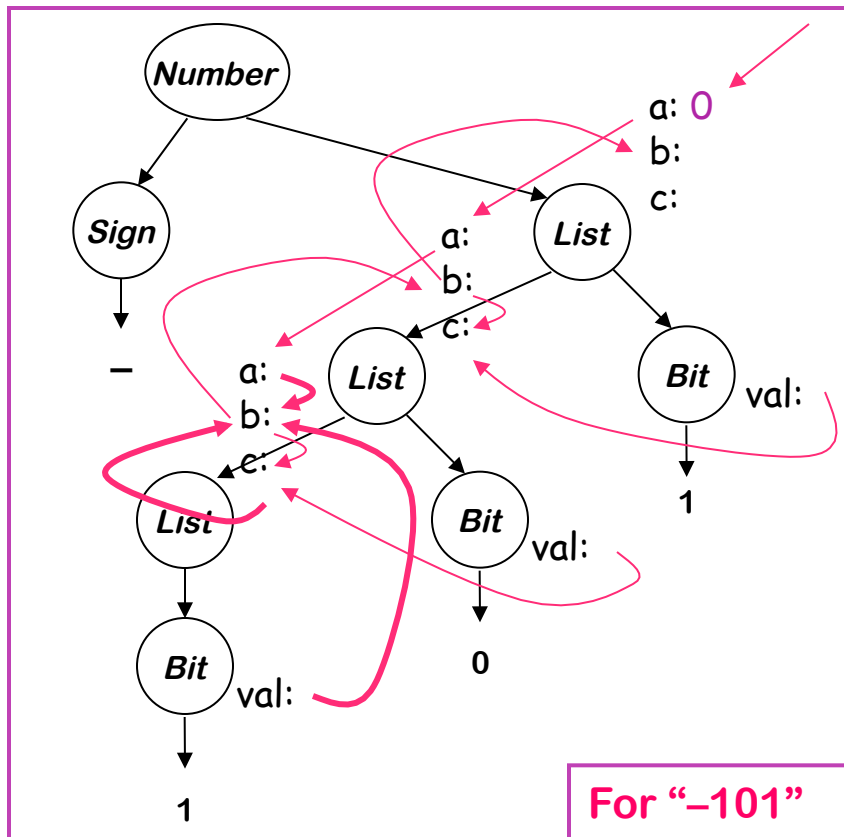


Productions	Attribution Rules
$Number \rightarrow List$	$List.a \leftarrow 0$
$List_0 \rightarrow List_1$	$List_1.a \leftarrow List_0.a + 1$
$List_0 \rightarrow Bit$	$List_0.b \leftarrow List_1.b$
	$List_1.c \leftarrow List_1.b + Bit.val$
	Bit
	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$Bit \rightarrow 1$	$Bit.val \leftarrow 1$

Here is the circularity ...



Circular Grammar Example



Here is the circularity ...

Productions	Attribution Rules
$Number \rightarrow List$	$List.a \leftarrow 0$
$List_0 \rightarrow List_1$	$List_1.a \leftarrow List_0.a + 1$
Bit	$List_0.b \leftarrow List_1.b$
	$List_1.c \leftarrow List_1.b + Bit.val$
	$List_0.b \leftarrow List_0.a + List_0.c + Bit.val$
$Bit \rightarrow 0$	$Bit.val \leftarrow 0$
$Bit \rightarrow 1$	$Bit.val \leftarrow 1$



Circularity — The Point

- Circular grammars have indeterminate values
 - Algorithmic evaluators will fail
- Noncircular grammars evaluate to a unique set of values
- Circular grammar might give rise to noncircular instance
 - Probably shouldn't bet the compiler on it ...

⇒ Should (*undoubtedly*) use provably noncircular grammars

Remember, we are studying AGs to gain insight

- We should avoid circular, indeterminate computations
- If we stick to provably noncircular schemes, evaluation should be easier