

Compiler concepts: Symbol tables

COMSM1302 Overview of Computer Architecture

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Tracking labels and variables

Recall in Hack assembly, @ can be followed by either a number, a label or a variable. The assembler must:

```
0 @input1
1 D=M
2 @input2
3 D=D-M
4 @output_first
5 D;JGT
6 @input2
7 D=M
8 @output_d
9 0;JMP
10 (output_first)
11 @input1
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13 (output_d)
14 @output_val
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```

- Allocate each variable a corresponding address in RAM, starting from 16.
- Replace variables by their addresses.

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- Allocate each variable a corresponding address in RAM, starting from 16.
- Replace variables by their addresses.
- Assign each label the address in ROM matching the machine code line of its declaration.
- Replace labels by their addresses.
- Only then replace @ statements by A-instructions.

We do this using “symbol tables”.

Identifiers and symbol tables

An **identifier** is a catch-all term for a token whose meaning is defined in the code itself rather than the language.

In Hack, our identifiers are labels and variables — in the statement `@output_first`, we know what `@` means, but the we can only translate `output_first` by looking for its definition.

In C, the names of functions are also identifiers.

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A **symbol table** is a data structure mapping the names of identifiers to their meanings.

In Hack, we will have one symbol table for labels (mapping each label name to its ROM address) and one for variables (mapping each variable name to its RAM address).

In C, a symbol table would also include e.g. the type of a variable and the arguments of a function. (The historical need to fill symbol tables efficiently is why function headers exist.)

Symbol tables in Hack: The goal

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```

Label table:

Name	ROM address
output_first	10
output_d	12
infinite_loop	14

Variables table:

Name	RAM address
input1	16
input2	17
output_val	18

How do symbol tables work?

A symbol table must support the following operations:

- Add a new name and address to the table.
- Check if a name is in the table.
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This is a good C exercise but a bad architecture exercise, so we've done it for you in the assignment — see `symboltable.c` and `symboltable.h`.

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In assembly, filling symbol tables is simple enough to integrate with lexing and parsing. (In e.g. C it would happen later, during semantic analysis.)

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We can tell whether an identifier is a variable or label by looking for a label declaration (`label`). So during lexing, we remove the label declarations and add them to the label table with the correct ROM addresses.

(Recall label declarations have no tokens!)

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(Recall label declarations have no tokens!)

Then in parsing, for each identifier we find, we check the symbol tables:

- If it's in the label table, hooray — substitute in the ROM address.
- If it's in the variable table, hooray — substitute in the RAM address.
- If it's in neither table, it must be the first occurrence of some variable. So we add it to the variables table with the first unassigned RAM address.

Advanced symbol tables: Scopes

In high-level languages, the compiler needs to track scopes. We build one symbol table for each scope. After building the tables in semantic analysis, we could store them in a **stack** (see Programming in C) as we convert code to IR form.

```
#include <stdio.h>

int main() {
    double foo = 7;
    char i = 'a';
    for (int i = 0; i <= 5; i++) {
        printf("%f, %d", foo, i);
        foo /= 2;
    }

    foo = 50;
    for (long i = 0; i <= 10; i++) {
        double temp = foo + 500;
        printf("%f, %d", temp, i);
        foo *= 2;
    }

    printf("%c", i); // Prints 'a'
    printf("%d", temp); // Compile error
    return 0;
}
```

Table 1:

[Contains main, functions from stdio.h]

Table 2:

Name	Type	Address
foo	double	***
i	char	***

Table 3:

Name	Type	Address
i	int	***

Table 4:

Name	Type	Address
i	long	***
temp	double	***

The compiler could start with table 1, push table 2 on line 3, push table 3 on line

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        printf("%f, %d", temp, i);
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To retrieve information about a variable, the compiler could then start with the