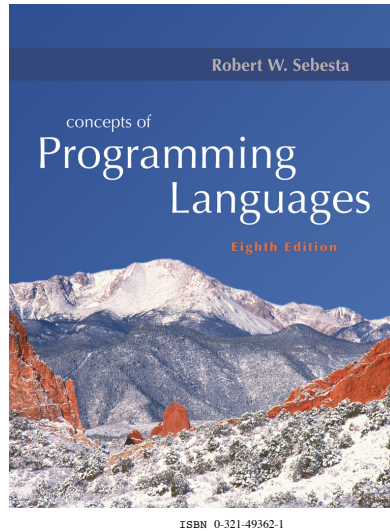


Chapter 5

Names, Bindings, Type Checking, and Scopes



Chapter 5 Topics

- Introduction
- Names
- Variables
- The Concept of Binding
- Type Checking
- Strong Typing
- Type Equivalence
- Scope
- Scope and Lifetime
- Referencing Environments
- Named Constants

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Introduction

- Imperative languages are abstractions of von Neumann architecture
 - Memory
 - Processor
- Variables characterized by attributes
 - To design a type, must consider scope, lifetime, type checking, initialization, and type compatibility

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Names

- Design issues for names:
 - Are names case sensitive?
 - Are special words reserved words or keywords?

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Names (continued)

- Length
 - If too short, they cannot be connotative
 - Language examples:
 - FORTRAN I: maximum 6
 - COBOL: maximum 30
 - FORTRAN 90 and C89: maximum 31
 - C99: maximum 63
 - C#, Ada, and Java: no limit, and all are significant
 - C++: no limit, but implementers often impose one

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Names (continued)

- Case sensitivity
 - Disadvantage: readability (names that look alike are different)
 - Names in the C-based languages are case sensitive
 - Names in others are not
 - Worse in C++, Java, and C# because predefined names are mixed case (e.g. `IndexOutOfBoundsException`)

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Names (continued)

- **Special words**

- An aid to readability; used to delimit or separate statement clauses
 - A keyword is a word that is special only in certain contexts, e.g., in Fortran
 - `Real VarName` (`Real` is a data type followed with a name, therefore `Real` is a keyword)
 - `Real = 3.4` (`Real` is a variable)
- A reserved word is a special word that cannot be used as a user-defined name
- Potential problem with reserved words: If there are too many, many collisions occur (e.g., COBOL has 300 reserved words!)

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Variables

- A variable is an abstraction of a memory cell
- Variables can be characterized as a sextuple of attributes:
 - Name
 - Address
 - Value
 - Type
 - Lifetime
 - Scope

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Variables Attributes

- **Name** – not all variables have them
- **Address** – the memory address with which it is associated
 - A variable may have different addresses at different times during execution
 - A variable may have different addresses at different places in a program
 - If two variable names can be used to access the same memory location, they are called **aliases**
 - Aliases are created via pointers, reference variables, C and C++ unions
 - Aliases are harmful to readability (program readers must remember all of them)

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Variables Attributes (continued)

- **Type** – determines the range of values of variables and the set of operations that are defined for values of that type; in the case of floating point, type also determines the precision
- **Value** – the contents of the location with which the variable is associated
 - The l-value of a variable is its address
 - The r-value of a variable is its value
- **Abstract memory cell** – the physical cell or collection of cells associated with a variable

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The Concept of Binding

- A binding is an association, such as between an attribute and an entity, or between an operation and a symbol
- Binding time is the time at which a binding takes place.

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Possible Binding Times

- **Language design time** -- bind operator symbols to operations
- **Language implementation time**-- bind floating point type to a representation
- **Compile time** -- bind a variable to a type in C or Java
- **Load time** -- bind a C or C++ static variable to a memory cell)
- **Runtime** -- bind a nonstatic local variable to a memory cell

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Static and Dynamic Binding

- A binding is static if it first occurs before run time and remains unchanged throughout program execution.
- A binding is dynamic if it first occurs during execution or can change during execution of the program

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Type Binding

- How is a type specified?
- When does the binding take place?
- If static, the type may be specified by either an explicit or an implicit declaration

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Explicit/Implicit Declaration

- An explicit declaration is a program statement used for declaring the types of variables
- An implicit declaration is a default mechanism for specifying types of variables (the first appearance of the variable in the program)
- FORTRAN, PL/I, BASIC, and Perl provide implicit declarations
 - Advantage: writability
 - Disadvantage: reliability (less trouble with Perl)

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Dynamic Type Binding

- Dynamic Type Binding (JavaScript and PHP)
- Specified through an assignment statement e.g., JavaScript

```
list = [2, 4.33, 6, 8];
```

```
list = 17.3;
```

- Advantage: flexibility (generic program units)
- Disadvantages:
 - Type error detection by the compiler is difficult
 - High cost (dynamic type checking and interpretation)

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Variable Attributes (continued)

- Type Inferencing (ML, Miranda, and Haskell)
 - Rather than by assignment statement, types are determined (by the compiler) from the context of the reference
- Storage Bindings & Lifetime
 - Allocation – getting a cell from some pool of available cells
 - Deallocation – putting a cell back into the pool
- The lifetime of a variable is the time during which it is bound to a particular memory cell

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Categories of Variables by Lifetimes

- **Static**—bound to memory cells before execution begins and remains bound to the same memory cell throughout execution, e.g., C and C++ `static` variables
 - Advantages: efficiency (direct addressing), history-sensitive subprogram support
 - Disadvantage: lack of flexibility (no recursion)

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Categories of Variables by Lifetimes

- **Stack-dynamic**--Storage bindings are created for variables when their declaration statements are elaborated.
(A declaration is elaborated when the executable code associated with it is executed)
- If scalar, all attributes except address are statically bound
 - local variables in C subprograms and Java methods
- **Advantage:** allows recursion; conserves storage
- **Disadvantages:**
 - Overhead of allocation and deallocation
 - Subprograms cannot be history sensitive
 - Inefficient references (indirect addressing)

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Categories of Variables by Lifetimes

- **Explicit heap-dynamic** -- Allocated and deallocated by explicit directives, specified by the programmer, which take effect during execution
- Referenced only through pointers or references, e.g. dynamic objects in C++ (via `new` and `delete`), all objects in Java
- **Advantage:** provides for dynamic storage management, often used for lists and trees
- **Disadvantage:** inefficient and unreliable

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Categories of Variables by Lifetimes

- **Implicit heap-dynamic**--Allocation and deallocation caused by assignment statements
 - all variables in APL; all strings and arrays in Perl, JavaScript, and PHP
- **Advantage:** flexibility (generic code)
- **Disadvantages:**
 - Inefficient, because all attributes are dynamic
 - Loss of error detection

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Type Checking

- Generalize the concept of operands and operators to include subprograms and assignments
- Type checking is the activity of ensuring that the operands of an operator are of compatible types
- A compatible type is one that is either legal for the operator, or is allowed under language rules to be implicitly converted, by compiler-generated code, to a legal type
 - This automatic conversion is called a coercion.
- A type error is the application of an operator to an operand of an inappropriate type

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Type Checking (continued)

- If all type bindings are static, nearly all type checking can be static
- If type bindings are dynamic, type checking must be dynamic
- A programming language is strongly typed if type errors are always detected
- **Advantage of strong typing:** allows the detection of the misuses of variables that result in type errors

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Strong Typing

Language examples:

- FORTRAN 95 is not: parameters, EQUIVALENCE
- C and C++ are not: parameter type checking can be avoided; unions are not type checked
- Ada is, almost (UNCHECKED CONVERSION is loophole), e.g. user-defined storage allocation, addresses are Integers, but must be used as pointers
 - (Java and C# are similar to Ada)
- ML is strongly typed

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Strong Typing (continued)

- Coercion rules strongly affect strong typing-- they can weaken it considerably (C++ versus Ada)
- Although Java has just half the assignment coercions of C++, its strong typing is still far less effective than that of Ada

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Name Type Equivalence

- Name type equivalence means the two variables have equivalent types if they are in either the same declaration or in declarations that use the same type name
- Easy to implement but highly restrictive:
 - Subranges of integer types are not equivalent with integer types
 - Formal parameters must be the same type as their corresponding actual parameters

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Structure Type Equivalence

- Structure type equivalence means that two variables have equivalent types if their types have identical structures
- More flexible, but harder to implement

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Type Equivalence (continued)

- Consider the problem of two structured types:
 - Are two record types equivalent if they are structurally the same but use different field names?
 - Are two array types equivalent if they are the same except that the subscripts are different?
(e.g. [1..10] and [0..9])
 - Are two enumeration types equivalent if their components are spelled differently?
 - With structural type equivalence, you cannot differentiate between types of the same structure (e.g. different units of speed, both float)

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Variable Attributes: Scope

- The scope of a variable is the range of statements over which it is visible
- The nonlocal variables of a program unit are those that are visible but not declared there
- The scope rules of a language determine how references to names are associated with variables

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Static Scope

- Based on program text
- To connect a name reference to a variable, you (or the compiler) must find the declaration
- **Search process:** search declarations, first locally, then in increasingly larger enclosing scopes, until one is found for the given name
- Enclosing static scopes (to a specific scope) are called its **static ancestors**; the nearest static ancestor is called a **static parent**
- Some languages allow nested subprogram definitions, which create nested static scopes (e.g., Ada, JavaScript, and PHP)

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Scope (continued)

- Variables can be hidden from a unit by having a "closer" variable with the same name
- C++ and Ada allow access to these "hidden" variables
 - In Ada: `unit.name`
 - In C++: `class_name::name`

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Blocks

- A method of creating static scopes inside program units--from ALGOL 60
- Examples:

C-based languages:

```
while (...) {
    int index;
    ...
}
```

Ada: `declare Temp : Float;`
`begin`
`...`
`end`

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Evaluation of Static Scoping

- Assume MAIN calls A and B
- A calls C and D
- B calls A and E

Figure 5.1
The structure of a program

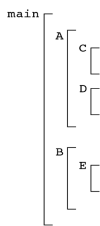
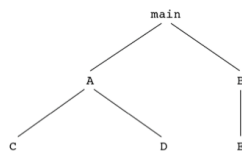


Figure 5.2

The tree structure of the program in Figure 5.1



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Static Scope Example

Figure 5.3

The potential call graph of the program in Figure 5.1

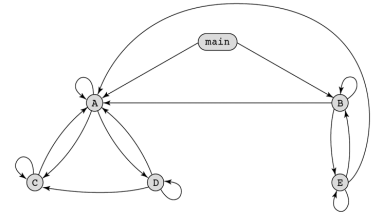
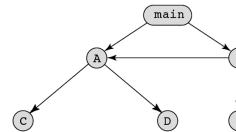


Figure 5.4

The graph of the desirable calls in the program in Figure 5.1



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Static Scope (continued)

- Suppose the spec is changed so that D must now access some data in B
- Solutions:
 - Put D in B (but then C can no longer call it and D cannot access A's variables)
 - Move the data from B that D needs to MAIN (but then all procedures can access them)
- Same problem for procedure access
- Overall: static scoping often encourages many globals

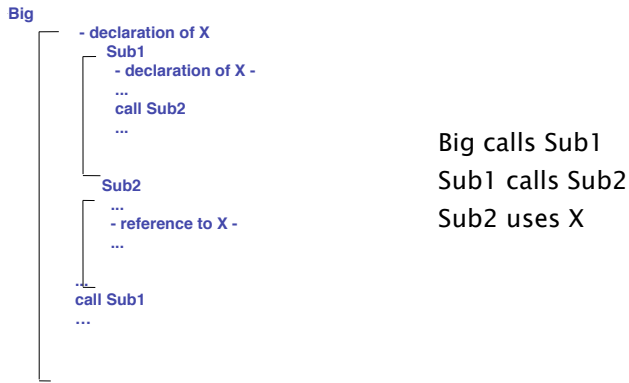
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Dynamic Scope

- Based on calling sequences of program units, not their textual layout (temporal versus spatial)
- References to variables are connected to declarations by searching back through the chain of subprogram calls that forced execution to this point

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Scope Example



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Scope Example

- **Static scoping**
 - Reference to X is to Big's X
- **Dynamic scoping**
 - Reference to X is to Sub1's X
- **Evaluation of Dynamic Scoping:**
 - **Advantage:** convenience (called subprogram is executed in the context of the caller)
 - **Disadvantage:** poor readability

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Scope and Lifetime

- Scope and lifetime are sometimes closely related, but are **different** concepts
- Consider a `static` variable in a C or C++ function

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Referencing Environments

- The referencing environment of a statement is the collection of all names that are visible in the statement
- In a static-scoped language, it is the local variables plus all of the visible variables in all of the enclosing scopes
- A subprogram is **active** if its execution has begun but has not yet terminated
- In a dynamic-scoped language, the referencing environment is the local variables plus all visible variables in all active subprograms

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Named Constants

- A named constant is a variable that is bound to a value only when it is bound to storage
- **Advantages:** readability and modifiability
- Used to parameterize programs
- The binding of values to named constants can be either static (called manifest constants) or dynamic
- Languages:
 - FORTRAN 95: constant-valued expressions
 - Ada, C++, and Java: expressions of any kind
 - C# has two kinds, `readonly` and `const`
 - the values of `const` named constants are bound at compile time
 - The values of `readonly` named constants are dynamically bound

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Example Named Constants

```
void exampleC() {
    int[] intList = new int[100];
    String[] strList = new String[100];
    ...
    for (index=0; index<100; index++) {
        ...
    }
    for (index=0; index<100; index++) {
        ...
    }
    ...
    average = sum / 100;
    ...
}

void exampleC() {
    final int len = 100;
    int[] intList = new int[len];
    String[] strList = new String[len];
    ...
    for (index=0; index<len; index++) {
        ...
    }
    ...
    for (index=0; index<len; index++) {
        ...
    }
    ...
    average = sum / len;
    ...
}
```

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Variable Initialization

- The binding of a variable to a value at the time it is bound to storage is called initialization
- Initialization is often done on the declaration statement, e.g., in Java

```
int sum = 0;
```

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Summary

- Case sensitivity and the relationship of names to special words represent design issues of names
- Variables are characterized by the sextuples: name, address, value, type, lifetime, scope
- Binding is the association of attributes with program entities
- Scalar variables are categorized as: static, stack dynamic, explicit heap dynamic, implicit heap dynamic
- Strong typing means detecting all type errors

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