

Domination-Based Scoping
and
Static Single Assignment Languages

M. Anton Ertl
TU Wien

Domination-based Scoping

- Frequent Mistake: Uninitialized Variables
- Initialize variables on definition
- Visible only where initialized
- Visible everywhere where initialized
- \Rightarrow in scope where initialization dominates
- Can differ from block scoping
... depending on control structure

Domination-based scope same as block scope

```
if (...) {  
  int a=...;  
  ...  
} else {  
  int b=...;  
  ...  
}  
  
while(...) {  
  int c=...;  
  ...  
}
```

block
domination-based

Explains why block scoping works

Domination-based scope larger than block scope

```
do {  
  int d=...;  
  ...  
} while (...);  
...
```

```
for (int i=0; i<n; i++)  
  if (a[i] == key)  
    break;  
... = ... i ...;
```

block
domination-based

Domination-based scope smaller than block scope

```
if (flag)
  goto entry;
{
  int e=...;
entry:
  ... = e;
}
```

```
switch (...) {
  int f=...;
  case ...: ...=f; break;
  case ...: ...=f; ...
}
```

block

domination-based

Experiences

- Implemented in Gforth since 1994
- No problems reported by users
- Occasionally useful

Pros and Cons

- Block scoping is well-known and accepted
- + If the language supports jumps into blocks

Static Single Assignment Programming

- Each variable has only one assignment (=definition).
- Facilitates understanding the data flow.
- Also for imperative languages.
- Initialization on definition helps a lot, but
- ... what about control flow joins?

ϕ -functions in programming language: confusing

```
unsigned fib(unsigned n)
{
    for (;;) {
        unsigned a=phi(0,b);
        unsigned b=phi(1,a+b);
        unsigned i=phi(n,i-1);
        if (i==0)
            break;
    }
    return a;
}
```


Stack-based languages (Gforth)

```
: fib { n -- n2 }  
  0 1 n BEGIN { a b i }  
    i 0 <> WHILE  
      b a b + i 1-  
    REPEAT  
  a ;
```

Algol-family language without ϕ -functions

```
func fib(n)
  0,1,n -> start -> a,b,i;
  if i=0 then
    exit;
  b, a+b, i-1 ->
  repeat
  a ->
end;
```

Conditional and compound updates

```
x=0;  
a={1,2,3};  
...  
if ...  
    x=1;  
a[x]=4;  
...  
... x, a;  
... x, a;
```

Experiences

- Works well in Gforth
- Algol-family language implemented in compiler course
- Grammar: statement/sequence/block tradition does not work
- SSA for conditional and compound updates?
- Different declaration syntax for SSA and SMA variables?

Conclusion

- Domination-based scoping
 - ensures that variables are initialized
 - useful for languages with jumps into blocks
 - helps understanding the interaction of scoping and control flow
- Static Single Assignment Programming
 - Makes programs easier to understand
 - Syntax for Algol-family languages interesting
- Paper: <http://www.complang.tuwien.ac.at/papers/ert107kps.ps.gz>

Expertise

- Code generation:
 - Instruction Selection
 - Instruction Scheduling
 - Register Allocation
- Implementation of efficient interpreters