Identification

The Segment Symbol Table Produced by the PL/I Translator
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Purpose

Section BD.1.00 describes the general format for Segment Symbol Tables used in Multics. A number of points about the Segment Symbol Table are translator-dependent, and the present section describes the particulars for the PL/I Symbol Table.

Address Types

As noted in BD.1.00, address-types less than 512 are reserved for coordinated expansion of the standard list, and address-types greater than 512 may be used for address-types generic to only one translator. The following special address-type has been defined for the PL/I symbol table.

- 513 = address in procedure's internal static storage.
- 514 = returned value (address is parameter number).

Symbol Types

The following special symbol types have been defined for the PL/I symbol table.

- 513 = fixed, non-integer
- 514 = structure
- 515 = array other than as indicated in BD.1.00
- 516 = block
- 517 = programmer-named condition
- 518 = area

The Structure of the Table

The "root pointer" in the symbol table header points to a node whose associated information block has symbol-type equal to "external procedure". Branches run from this node to nodes for the entries in the procedure. The
first of these nodes is the node for the "block" and contains branches to nodes for all the symbols defined in the outermost block.

Each symbol listed in the table has associated with it a node as described in BD.1.00. The pointers in the node to other entries in the symbol table are used as follows:

Type = 1: In the node for a block, these point to nodes for all symbols (including other block names) defined immediately internal to the block (i.e. internal to the block but not internal to any other block internal to it).

Type = 2: In the node for an entry name, these point to nodes for the parameters associated with the entry.

Type = 3: In the node for a data-structure, these point to nodes for substructures.

Type = 4: In the node for an array, this points to the node for a dummy entry with the data-description for the element of the array.

Type = 5: In the node for a variable with the controlled attribute this points to the node for the controlling pointer, if any was specified.

Type = 6: In the node for a pointer-variable, these point to nodes for any controlled variables which it controls.

Type = 7: In the node for an area, these point to dummy nodes giving the declarations specified in the area declaration.

Type = 8: In the node for a string, if the length is adjustable on a simple variable, this points to the symbol table node for that variable.

Type = 9: In the node for an array, if any lower bounds are adjustable on simple variables, these point to the symbol-table nodes for those variables.

Type = 10: In the node for an array, if any upper bounds are adjustable on simple variables, these point to the symbol table nodes for those variables.
Type =11: In the node for an external procedure in which the validate option was specified, this points to a symbol table entry for the validating procedure.

Type =12: In the node for an external procedure for which the callback option was specified, these point to nodes for all the entries specified in the option.

Type =13: In the node for a block, these point to nodes for all symbols for which the check condition is enabled in the block.

Type =14: In the node for an entry for which the sets attribute was declared, these point to all the variables specified in the sets attribute.

Type =15: In the node for an entry for which the uses attribute was declared, these point to all the variables specified in the uses attribute.

Type =16: In the node for an internal or external procedure, these point to the nodes for the entries into the procedure.

Type =17: In the node for an internal or external procedure, this points to node for a block, as described later in "overall structure".

Type =18: In the node for an entry this points to a dummy node describing the returned value for the entry.

The Information Block

What follows is a list of the items in the information block, in the order in which they appear in the information block map.

Required items

1. symbol type
2. address
   address of specifier if the symbol-type normally takes one;
   address of data otherwise
3. address type
4. length of name in bits
5. name

Items needed for all variables

6. storage class
   1 = automatic
   2 = internal static
   3 = external static
   4 = controlled, based
   5 = controlled, non-based

7. set
   2 bits:
   10 = set by program
   01 = not set by program
   00 = unknown

8. read
   2 bits:
   10 = read by program
   01 = not read by program
   00 = unknown

9. check condition
   somewhere enabled
   1 bit:
   1 means that somewhere
   the condition is enabled for the
   symbol.

Items needed for variables which normally take specifiers

10. data address
11. data address type
12. dope address
13. dope address type
14. free address
15. free address type

only needed for varying strings.

Items needed for the various string types

18. adjustable
   1 bit:
   if 1 then next item is
   meaningless.

19. length or maximum length

1-bit items giving enabling status for various conditions
(if symbol type = "block")

20. interrupt
21. overflow
22. zerodivide
23. fixedoverflow
24. conversion
25. size
26. subscriptrange

16. precision
17. scale
Item needed for all aggregates

27. packed  

1 bit: 0 = aligned  

1 = packed

Item needed for arrays

28. dimension information pointer  

18 bits: either zero or the address relative to the symbol table header of a dope vector giving all declared dimensions and indicating ± infinity for adjustable dimensions.

1-bit items indicating options specified for "external procedure" symbol type

29. mastermode  

30. validate  

31. callback  

32. rename  

Information concerning what was renamed is lost.

Other items related to the "external procedure" symbol type

33. free storage address  

address of default area for allocations  

34. free storage address type  

probably = linkage address  

35. internal static address  

address of a block of storage in which all internal static data is kept.  

36. internal static address type  

probably = linkage address

Items related to the picture attribute

37. picture exists for variable  

1 bit  

38. picture address  

39. picture address type
40. abnormal
   1 bit: indicates abnormal attribute was specified.

41. irreducible
   1 bit: indicates irreducible attribute was specified.

42. initial
   1 bit: indicates the initial attribute was specified.