

6.110 Computer Language Engineering

Recitation 1: Project overview/phase 1

February 9, 2024

Before we get started...

- Recitations are new this year
- We'd appreciate your feedback! Here are some ways to give us feedback:
 - Weekly check-in forms
 - Piazza posts (can be fully anonymous)

Announcements ←

Weekly updates

Project overview

Phase 1 details

Re-lectures

- Re-lectures will be **Wednesdays 4-6pm**, starting this upcoming Wednesday.
- Re-lectures will be recorded.
- Location TBD, look for an announcement on Piazza by Monday.

Office Hours

- **Monday 4-6pm:** Tarushii
- **Thursday 4-6pm:** Yolanda
- **Friday 2-4pm:** Pleng
- **Friday 4-7pm:** Krit

Rooms TBD, will be posted on Piazza as soon as we get room confirmations.

Announcements

Weekly updates ←

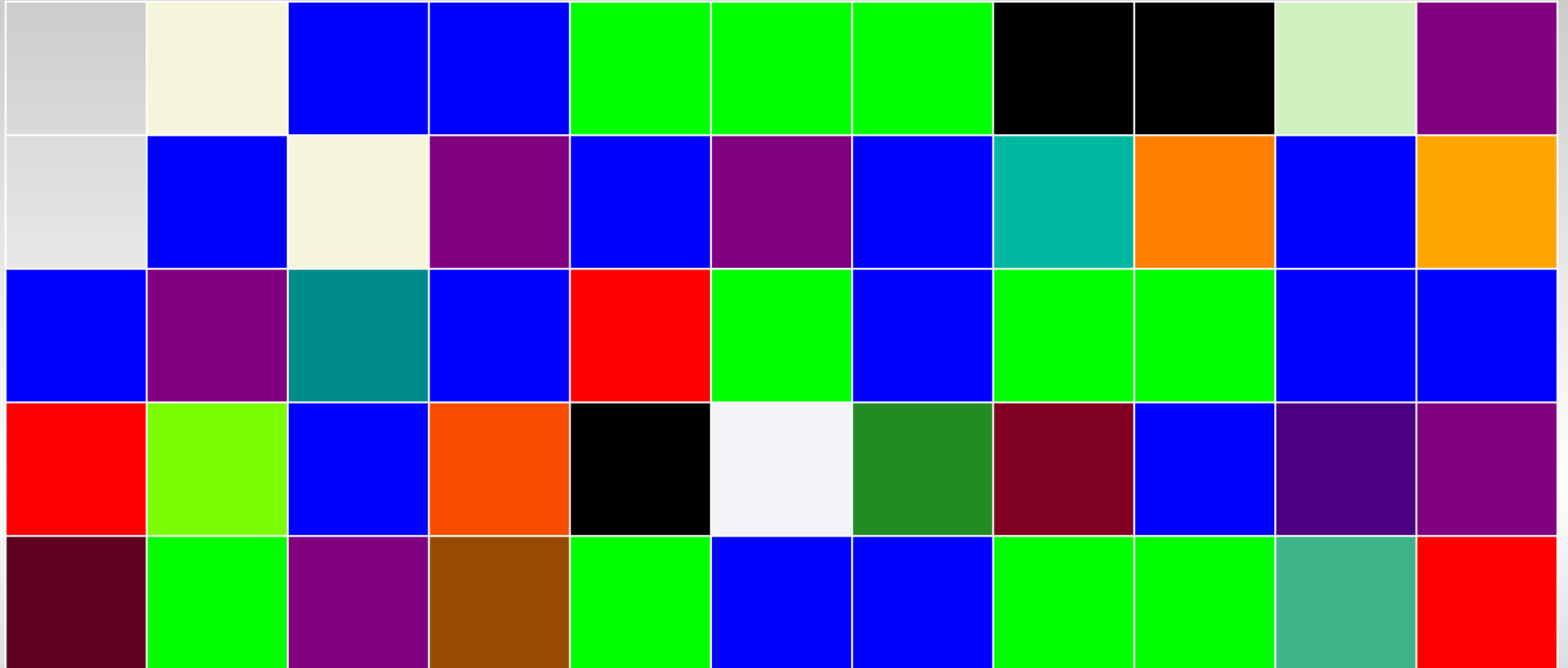
Project overview

Phase 1 details

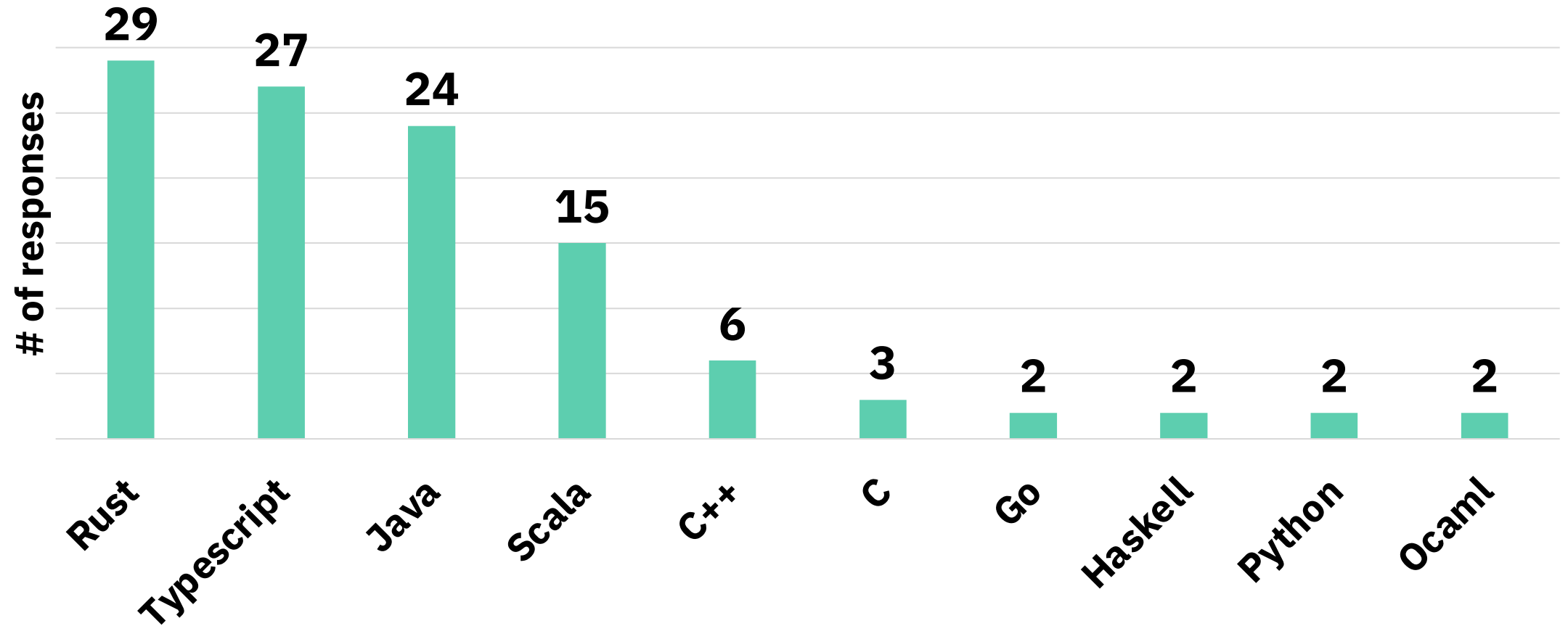
Fresh off the press

- Project phase 1: due **Friday, February 23**
- Mini-quiz 1 and Weekly Check-in 2: due **Thursday, February 15**
- If you haven't submitted Weekly Check-in 1 yet, **please do so ASAP.**
 - We need your GitHub account to create your phase 1 repository.
 - Future assignments must be submitted on time!

Check-in 1: Colors



Check-in 1: Languages



Coming up soon... **Week 2**

Mon 2/12	Tue 2/13	Wed 2/14	Thu 2/15	Fri 2/16
Lecture Top-down parsing	Lecture	Lecture	Lecture	Recitation Scanning and parsing a toy language
		Re-lecture for Week 1 lectures	Due: Mini-quiz, weekly check-in	

Announcements

Weekly updates

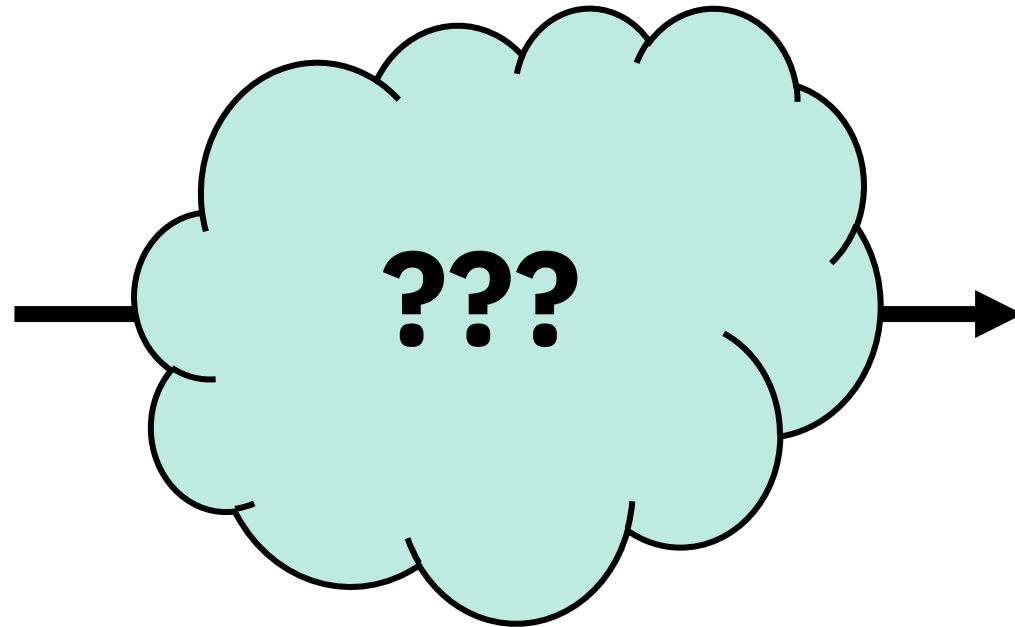
Project overview ←

Phase 1 details

Project overview

```
import printf;  
void main() {  
...  
}
```

Decaf source file



```
push %rbp  
mov  %rsp, %rbp  
...
```

x86-64 assembly

Project overview

According to
all known laws
of aviation,
there is no...

Language 1



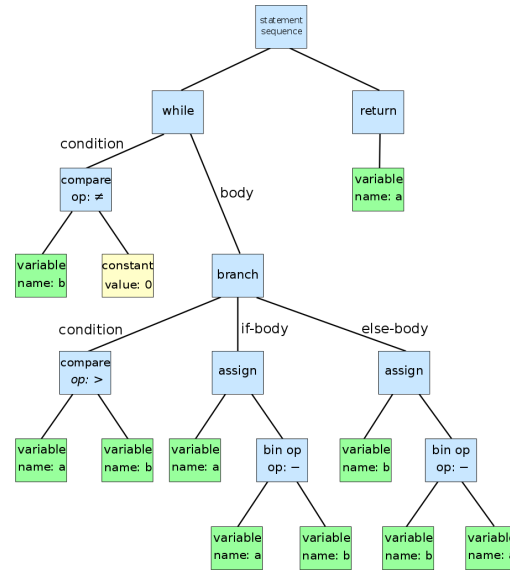
De acuerdo con
todas las leyes
conocidas
de la ...

Language 2

Project overview

```
import printf;  
void main() {  
...  
}
```

Decaf source file



Internal representation



```
push %rbp  
mov  %rsp, %rbp  
...
```

x86-64 assembly

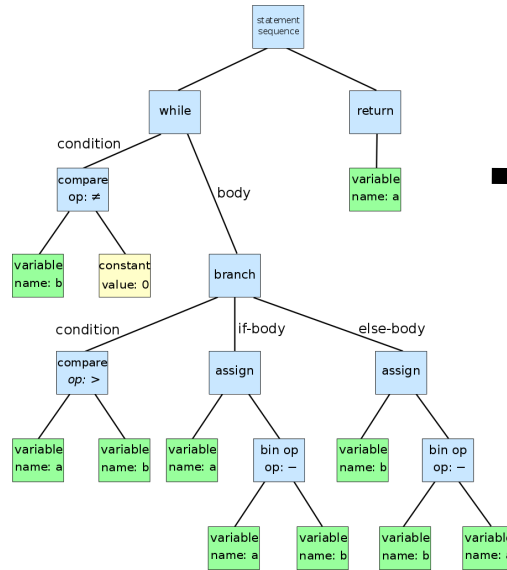
Project overview

```
import printf;  
void main() {  
  ...  
}
```

Decaf source file

Phase 1. Does it have the right structure? (syntax)

Phase 2. Does it make sense? (semantics)



Internal representation

```
push %rbp  
mov  %rsp, %rbp  
...
```

x86-64 assembly

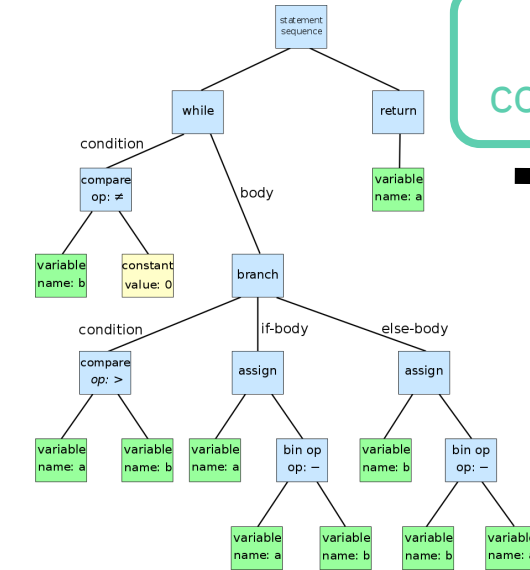
Project overview

```
import printf;  
void main() {  
...  
}
```

Decaf source file

Phase 1. Does it have the right structure? (syntax)

Phase 2. Does it make sense? (semantics)



Internal representation

Phase 3
code generation

```
push %rbp  
mov  %rsp, %rbp  
...
```

x86-64 assembly

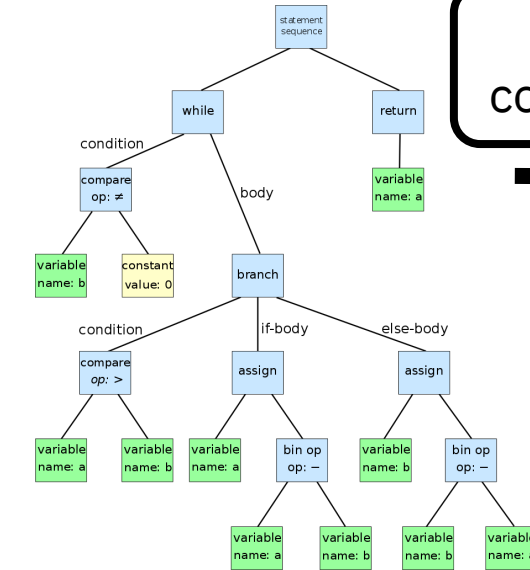
Project overview

```
import printf;  
void main() {  
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}
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Decaf source file

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Internal representation

Phase 3
code generation

```
push %rbp  
mov  %rsp, %rbp  
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```

x86-64 assembly

Phase 4. What can we learn about the program? (dataflow analysis)

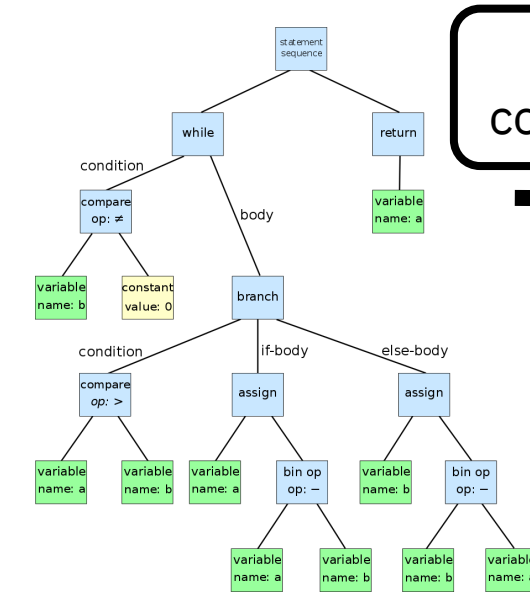
Project overview

```
import printf;  
void main() {  
...  
}
```

Decaf source file

Phase 1. Does it have the right structure? (syntax)

Phase 2. Does it make sense? (semantics)



Internal representation

Phase 3
code generation

```
push %rbp  
mov %rsp, %rbp  
...
```

x86-64 assembly

Phase 5. How can we make the output code faster?

Phase 4. What can we learn about the program? (dataflow analysis)

Things we specify for you:

- Input language (Decaf)
- Output language (x86-64 assembly)
- General design (scanning → parsing → semantic checking → code generation)
- Command line interface

Features of Decaf

- Imperative language, watered down version of C
 - name stands for **Decaffeinated** C.
- Follows C semantics and calling convention.
- Types: **int**, **bool**.
- Operations (arithmetic / boolean / comparison)
- Constant-sized arrays
- Functions

Example Decaf program

```
import printf;
int array[100];
void main ( ) {
    int i, sum = 0;
    for ( i = 0; i < len(array); i++ ) {
        sum += i;
    }
    printf ( "%d\n", sum );
}
```

Command line interface

- `./build.sh` builds your compiler
- `./run.sh filename [options]` runs your compiler, must support the following options:

<code>-t --target <stage></code>	Specify compilation stage: scan , parse , inter , or assembly
<code>-o --output <outname></code>	Write output to the specified file name. (If blank, output to stdout)
<code>-O --opt [optimizations,...]</code>	Perform the listed optimizations. all means all optimizations, -optname removes optname.
<code>-d --debug</code>	Prints debug information

Announcements

Weekly updates

Project overview

Phase 1 details ←

Phase 1 overview

- **Goal:** have a working program that can determine whether each input Decaf code is *syntactically* valid or not.
 - We split this into two subtasks: **scanning** and **parsing**.
 - What this phase *doesn't* cover: semantics. Things like type checking, bounds checking, etc. will be done in the next phase.

Scanner

- **Input:** Decaf code, essentially a string
- **Output:** A list of tokens
- Example:

```
print("Hello, World!");    →    ■ print  
                             ■ (  
                             ■ "Hello, World!"  
                             ■ )  
                             ■ ;
```

Scanner specifications

- When running `./run.sh <filename> -t scan` on **a lexically valid input file**:
 - Exit with return code 0 (OK)
 - Outputs tokens, one per line.
 - For identifiers and literals, also output the token type:

```
IDENTIFIER print  
(  
  STRINGLITERAL "Hello, World!"  
)  
;
```

Scanner specifications

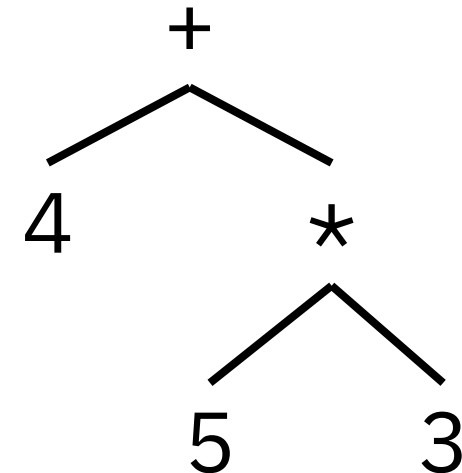
- When running `./run.sh <filename> -t scan` on **a lexically invalid input file**:
 - Exit with a nonzero return code (i.e. error)
- The autograder doesn't check the output, but it's nice to output an error message.

Parser

- **Input:** A list of tokens
- **Output:** A *parse tree*, which is a data structure that encapsulates the syntactic structure of the program

• **Example:**

	INTLITERAL	4
+		
	INTLITERAL	5
*		
	INTLITERAL	3



Parser specifications

- When running `./run.sh <filename> -t scan` on **a syntactically valid input file:**
 - Exits with return code 0 (OK)
 - Produce no output
- You can decide how you want to implement your parse trees

Parser specifications

- When running `./run.sh <filename> -t scan` on **a syntactically invalid input file:**
 - Exit with nonzero return code (i.e. error)
- Again, the autograder doesn't check the output, but it's nice to output an error message.

Submission and grading

- Phase 1 is worth **5%** of the overall grade, due **Friday, February 23.**
- Three items to be submitted on Gradescope
 - Code submission (autograded)
 - Scanner tests: **2%**
 - Parser tests: **2%**
 - Short report (1-2 paragraphs): **1%**
 - LLM questionnaire: **0%** (due 3 days after deadline)

Getting started

- You should have received an invite to join the course organization (**6110-sp24**).
- We created a repo **<your-kerb>-phase1** for you.
 - If you don't have access to it, let us know ASAP.
- Make sure to accept the invite for both the organization and the repo!

Getting started

- We have starting skeletons for Java, Scala, Rust, and Typescript.
 - The skeletons come with a build system and a barebones implementation of the CLI.
 - To use the skeletons, follow the instructions on the [Project Skeletons](#) page on the course website.
- You're also welcome to start from scratch if you'd like to use a different build system or language (but let us know so we can support it on the autograder!)

Testing

- **Unit tests:** the skeletons come with unit-testing frameworks. (ex. Mocha for Typescript)
 - It's good practice to write your own unit tests for each function/module you're writing. The scanner/parser can get pretty complex, and the test cases we provide are only end-to-end.
- **End-to-end tests:** we provide public test cases in the **public-tests** repository.
 - You should write your own script to run these tests

Testing

- You can also submit your code on Gradescope to see feedback on the private tests (you'll see the test names and whether you passed or failed them).
 - We suggest doing this if you edit `./build.sh` or `./run.sh` to verify that the autograder can successfully build your code.
 - There is no rate limit, but **try not to overuse this.**
 - Try to use this only for verification purposes, and don't submit every single commit, for example.
 - Don't blindly try to increase your # of private tests passed.

Words of advice

- **Start early!**

- The project deadlines in this class are spaced out, so it's easy to feel like you have a lot of time ... until you don't.

- **You'll face a lot of design decisions.**

- One specific example: do you want to use the same token datatypes for both the scanner output and the parse tree?
- A lot of of the time, it's usually okay either way. But if you made a choice and got really stuck, maybe step back and reconsider design choices.

Words of advice

- **Start with a subset of the Decaf grammar.**
 - Dealing with the whole grammar at once can be intimidating. Try picking a self-contained subset of it (ex. arithmetic expressions only, or pure expressions only)
- **Keep source location information.**
 - While we don't require this in Phase 1, this will be required in the next phase, and it'll also make debugging a lot easier.

Words of advice

- **Consider using existing libraries to help.**
 - Regex libraries are allowed and very helpful for scanning.
 - If you're interested, also check out scanner/parser generators. Our general advice is use these if you already knew the language well, it might be a good learning experience to use them.

Words of advice

- **The course staff is here to help!**
 - Come to office hours or ask on Piazza!
 - We know that this project can feel pretty intimidating.
 - We can give you suggestions on how to start, and we will try to help you debug issues with your parser and scanner.
 - (Note that we give you a lot of freedom on how to approach the project, and so we might not be able to give very specific guidance in some cases.)