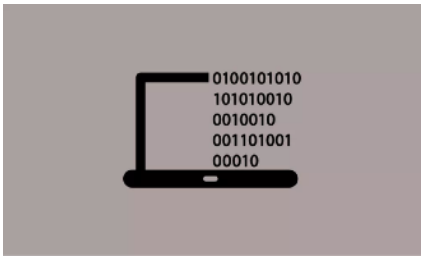
CECS 444 Compiler Constructions

Seminar Notes

August 28, 2018



Syllabus

Things to cover:

• Treewalking (binary)

Textbook:

Fisher, Cytron, Leblanc

- Crafting a Compiler (2009 ~720pg)

Grading:

Cumulative Exams

20% Exams I

20% Exams II

33% Final

20% Projects (Will build on each other)

7% Quiz, Paper, Participation

MGR Types: (Manager Types)

Good: 10% - Super people

Bad: 80% - Need people to do the job

• They buy programmers “By the Yard”

Ugly: 10% - Backstab

Mini- SWE (Software Engineering) Rules

** Reasonable Person STD (Standard)

- Due Diligence (Everybody has their own view)

• Pace yourself

- AIO: (Adapt, Improvise, and Overcome)

** “Smart” Person STD

- Always be ready to show your work (Show your progress)

★ Most Important Things in SW(Software): **MORALE**

Rules:

0. Get to working Software Fast!

(Go ugly early)

Why!

1. You can see it work

* 2. Users can see it & tell you it sucks

- Get users feedback faster

(MVP = Minimum Viable Product)

1. Never Pre-Optimize (Usually 1% of code is too slow)

- Change this 1% and program increases more in speed

*** Optimize ONLY when proven needed

2. No “BUG HUNTS”

I. Compile-Time Errors $\leq$ 5 mins to fix

II. Usually 90% of DEV Time spend on Run-Time Bugs

- How to get rid of it?

• Force all bugs into small box (look there!)

★ Use “Add-A-Trick”

- Add 1-N Lines, Compile, then Test

3. EIO (Expected Input/Output)

*** Build Before Coding (Slice it into Itty-Bitty Stepping Stones)

- It focus design on what is important

*** Avoid “Gold-Platting”

Continued on August 30, but placed here since it continue ——->

- Making things look nice with nothing to functionality

4. Clean The Page. (~ 50 to n lines of code per page)

- Usually one page for a Function so easy to read

August 30, 2018

Homework: Read Fischer

Chapter 1 Intro - 30pg

Chapter 2 Compiler Parts - 25pg

Chapter 3 Scanner/Lexer - 50pg

Mini Study Rules:

1. Textual Mean

- Build/Use “Flash-Cards” (3x5)

2. Visual Memory

IE: Charts, Graphs, etc

- Draw it twice, looking

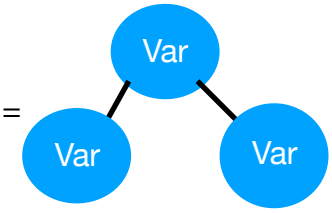
- Draw it Blind

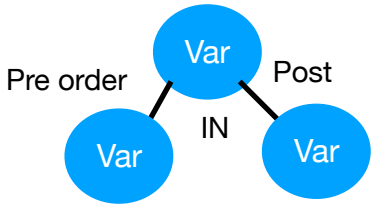
• win 3x • include labels

TreeWalking:

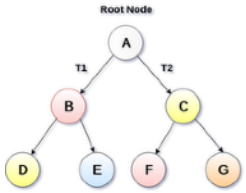
- Consist of:

Left / Right / Lollypop =






```
CLASS Node
{
    INT VAL;
    NODE LKid;
    NODE RKid;
}
```

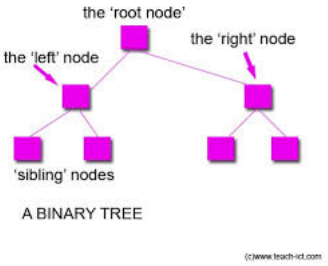


Binary Tree

To Do For TreeWalking:

1. Header
2. Basic Step
   - Do manually
3. Left/Right Recur
4. Deal with Lollypop
5. Glue

```
Void printTree(NODE root)
{
        # Basic Step
        If (NULL == root)
        {
                RGT; #Abbr. for returning nothing
        }
        # Left Recur
        printTree(root.LKid);
        # Right Recur
        printTree(root.RKid);
        # Deal with LollyPOP
        System.out.println(root.VAL);
        # GLUE
        // None
}
```



A BINARY TREE


```
Void countTree(NODE RP)
{
        # Basic Step
        If (NULL == root)
        {
                RGT; #Abbr. for returning nothing
        }
        # Left Recur
        INT Lx = countTree(RP.LKid);
        # Right Recur
        INT Rx = countTree(RP.RKid);
        # Deal with LollyPOP
```

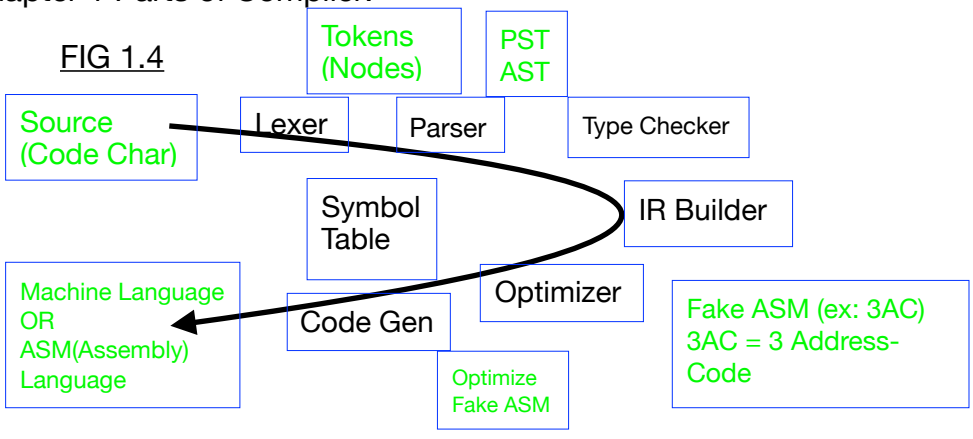
```
        Px = 1;
        # GLUE
        Return Lx + Rx + Px;
}

Void sumValTree(NODE RP)
{
        ….
        # Deal with LollyPOP
        Px = RP.VAL;
        …
}

Void sumValForKind(NODE RP, INT RK)
{
        ….
        # Left Recur
        …. RK
        # Right Recur
        ….. RK
        # Deal with LollyPOP
        Px = (RK == RP.kind
                ? RP.VAL
                : θ);
}
```

Chapter 1 Parts of Compiler:

FIG 1.4



Lexer = Lexical Analysis

- Lang. REGEXES

Parser = Syntactic Analysis

- CFG (Context Free Grammar) Rules

Type Checker & IR Builder = Semantic Analysis (Good meaning)

- IR Builder (Intermediate Representation Builder)
    - In each stages, since they are not source or final, they are IR
- AST + Decoration

Optimizer

Code Generation = Final representation (Emiter Phase)

- “Emits” Machine/ASM/Byte Code
    - Bytecode usually mean for JAVA since it is old
        - For interpreter/VM Architecture
- Machine Architecture Description

Symbol Table:

- Contains all user-define names (names = symbols)
- Are builded into debugger

Front End:

- Between beginning to Syntactics Analysis

Back End:

- After Syntactics Analysis to end

PST (Parse Tree): Convert to AST (through Parser)

AST (Abstract Syntax Tree): In one simple operation from PST —> AST

September 4, 2018

Homework: Read Fisher

Chapter 3 Scanner (Lexer)

Chapter 3.2 REGEX (Regular Expression)

- Regular Lang

1. LITERALS: “3”, “Hi”
2. Wildcard Character “operator”.
    - Uses Period

    IE: c.t

    All matches of period wildcard—> {Cat, Cbt, C7t, C$t, c t, c.t,…}
3. Escape (De-Opify)
    - Uses Backslash

    IE: c\.t —> {c.t}

    IE: c\\t —> {c\t}
4. Optional
    - Uses Question Mark

    IE: Ca?t —> {ct, cat}
5. Grouping
    - Uses Parenthesis

    IE: C(a)t —> {Cat}

    IE: (Ca)?t —> {t, Cat}
6. Zero or More (AKA: Kleene Star)
    - Uses Astris

    IE: (Ca)*t —> {t, Cat, CaCat,…}

    IE: 123*4 —> {124, 1234, 12334, …}
7. 1 or more (AKA: Kleene Plus, Positive Closure)

- Uses Plus

IE: 123+4 —> {1234, 12334, …}

IE: 12.+4 —> {12a4, 12b4, …, 12ab@724}

- Give me one or more “wildcard char op”

8. Any 1 Char: From the set

- Uses Brackets (Anything inside the bracket is auto escape)

IE: [BFC]at —> {Bat, Fat, Cat}

IE: [BFC]?at —> {at, Bat, Fat, Cat}

*9. Choose Sequence of (AKA “OR”)

- Uses Vertical Stroke

IE: C(a|o+|u)LL —> {CaLL, CoLL, CuLL, CooLL, CoooLL}

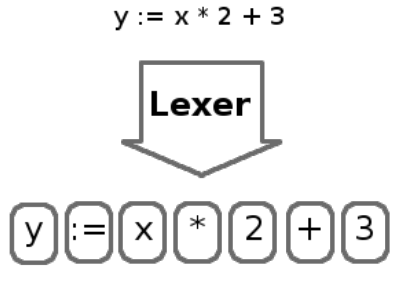
- a | o+ | u = a or o+ or u

10. In a Char Subset: A Range of..

- Uses Hyphen

IE: a[A-D]z —> {aAz, aBz, aCz, aDz}

IE: [_A-Za-z0-9]



Project 1 Lexer

Digits = [0.9]+

Leading Underscore = ‘_’ | [A-Za-z]

FSM = Finite State Machine (AKA: DFA)

DFA = Deterministic(no choice) Finite Automaton

• States

2 Types:

SS = Start State

AS = Accept State(s) AKA Recognized

- Found a Match (Doesn’t mean stop)

• Events (Words Event, Letters Event)

• Links/Moves (Labeled with Events)

- moving from one state to another based on events

Input Event Sequence leading from SS to some AS

- A word/sentence in the “Language” of the Regex

IE: Regex, R = C(a | o | u)t

Lang, L(R) = {Cat, Cot, Cut}

IE: R’ = See the (cat|dog|bear)\?

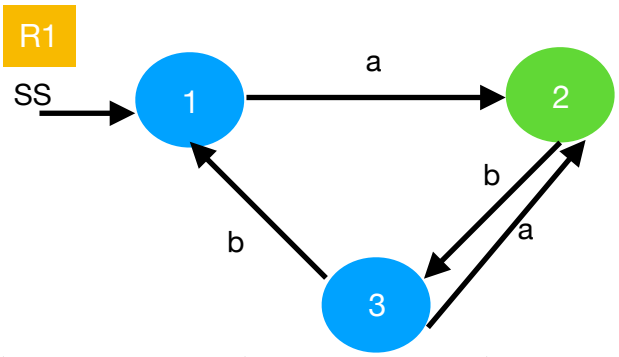
L(R’) = {“See the cat?”, “See the dog?”, “See the bear?”}

DFA Format/“Coding”

State transition

- Table/(Matrix)

- Diagram/(Graph)



- Circe per state
- Link per transition
  - One Table Cell

R1	a	b
1	2	-
(2)	-	3
3	2	1

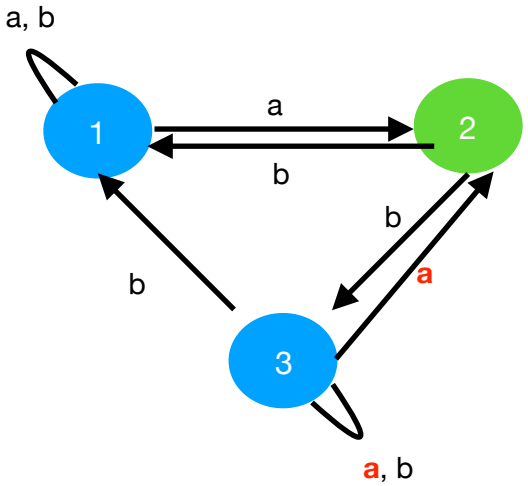
= AS

• Row per state

• Column per event

• Empty Cell = no possible match

NFA



- Because of **a**, **we have choice so NFA**

R2	a	b
1	1,2	1
(2)	-	1,3
3	2,3	1,3

• NFA Choice, 2 Ways:

1. Choice of Moves (From State, on Event)
2. “Epsilon Move” - Greek E (ϵ) for empty

*(FISCHER uses Lambda, λ)

★ Convert NFA to DFA:

“Path Graph”: BAABAB$ ($ = end of input)

SS

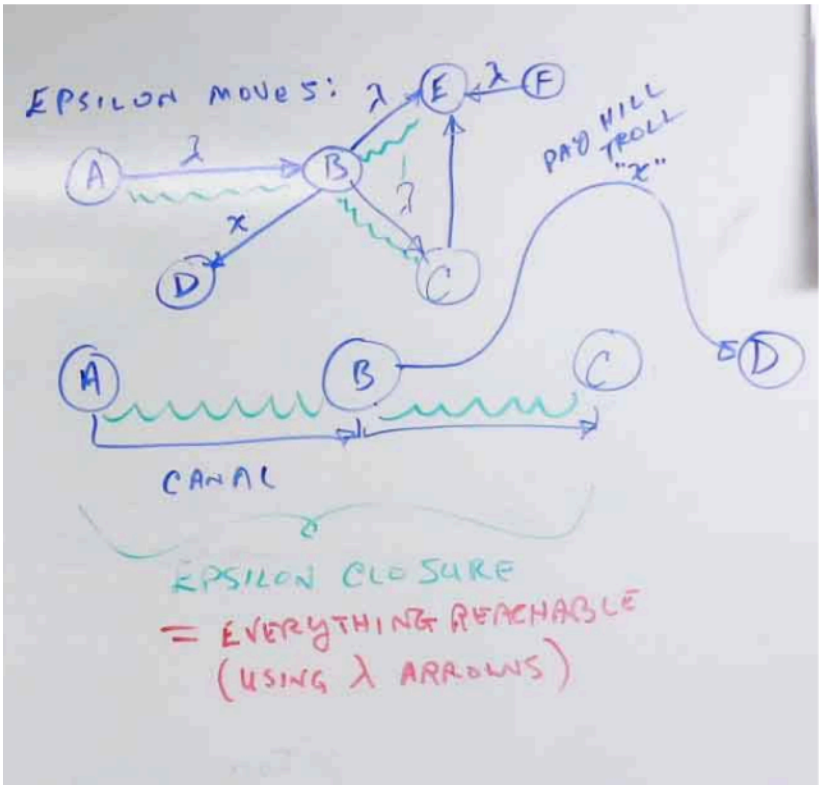
	B	A	A	B	A	B	
1	1	1	1	1	1	1	1
(2)			2	2		2	
3					3	3	3

To DFA	a	b
{1}	{1,2}	{1}
{1,2}	{1,2}	{1,3}
{1,3}	{1,2,3}	{1,3}
{1,2,3}	{1,2,3}	{1,3}
{2,3}	{2,3}	

Q: How many DFA States from “N” NFA States max?

Ans: $2^n - 1$

Epsilon Moves:

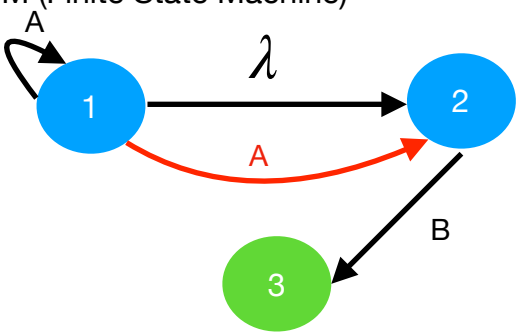


September 6, 2018

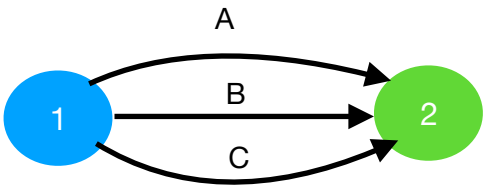
Why NFA Bother?

Regex to FSM (Finite State Machine)

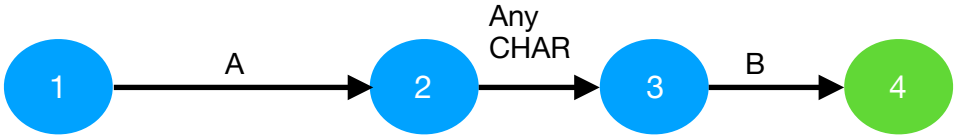
(A * B)



(A | B | C)

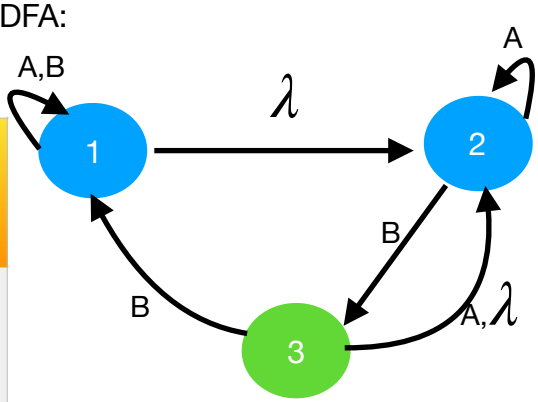


(A . B)



- These Scenario can be combined: (A . B)(A | B | C)

More NFA to DFA:

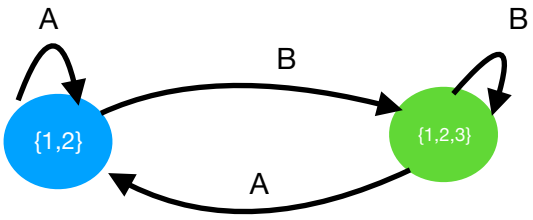


NFA	A	B	λ
1	1	1	2
2	2	3	-
3	2	1	2

DFA (USES EPSILON)	A	B
{1;2}	{1,2;}	{1,3;2}
{1,2,3}	{1,2;}	{1,3;2}

NEW SET

after semicolon is the lamda state



• The red semi colon is there even though on cell {1;2}A the lamda doesn't go anywhere beside 1 and 2

• On cell {1;2}B , we got a new set, {1,3,2} so we start a new row for {1,2,3}.

- After that row, no more new set, so we stop

• Since 3 is the accept state, anything with a 3 will be green, aka accepted

READ FISHER

Chapter 4

Chapter 5.1 - 5.4

September 11, 2018

Read Chapter 3:

Skip 3.5 Lex

Read Chapter 4:

then 4.4

Previous: Regular Langs

- REGEX

CFG: Context-Free Grammar

CFG Rules

• LHS = RHS (left hand side = right hand side)

1 Symbol = Sequence 0 or more Symbols

::=

<— = LHS "expands to" RHS in A "Derivation"

GMR "G":

IE: S = X | Y is an example of Combo - Rule

- Rule 1: S = X is Simple - Rule
OR
- Rule 2: S = Y

History: High-Level Langs

1957: FORTRAN (FTN)

1958: LISP (A.I)

1960: Cobol

1960: Algol 60

- Algol 68 (Euro ver.)

Popular Langs: (TIOBE website)

Market Shares:

Java - 16%
C - 14%
C++ - 8%
Python - 5%
C# - 4%
VB - 4%
PHP
Javascript
SQL
RUBY

IE: X = a | yxy

“a” = lower case “yxy” = symbol sequence

- RHS = Terminal Symbol

    1. Can’t expand

    2. Not on LHS

- LHS = Non-Terminal Symbol

Lang “G”: All “sentence” described by GMR “G”

Q: is “bab” in L(G)?

Try to derive from Starting Symbol

A: * We can only “—>” into something that is rule in GMR “G”

S // S -> X

X // X -> yxy

yxy // second y —> b

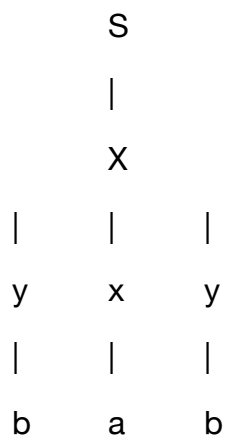
- Right-Most Derivation

yxb // X —> a

yab // Y —> b

bab // WIN

Parse Tree (PST):



LR = Left-To-Right Scan & Right-Most Derivation

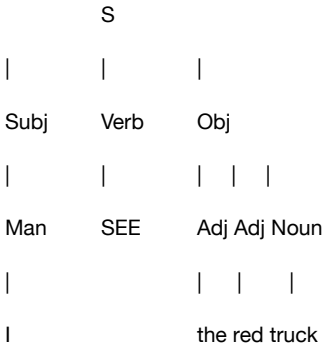
LL = Left-To-Right Scan & Left-Most Derivation

AST = Abstract-Syntax-Tree

IE: I See The Red Truck

S = Subj Verb Obj

Person = I | You | Fred | ….



“GE”: Arith Expr GMR

E = E ‘+’ T | E ‘-‘ T | T

T = T ‘*’ F | T “÷” F | F

F = id | k | ‘(‘ E ‘)’

IE: B * B - 4 * A * C

PIC GOES HERE

“Recursive Descent” Parser

- Uses Depth First Search (DFS)

REG:

• Each Non-T gets a Function

• Each Rule gets a “Trial” in that function

- to match next input Sequence

```
BOOL E ( )   // Match the first E = … rule
{
    Input_Pos = Current;
    if (match (E) && match(‘+’) && match(’T’))
```

{

return True;

}

Else (E( ) && match('-') && T())

{

return True;

}

Else (T( )) return True;

return False;

Cons:

- Most Tries Fail
  - Very Slow
- If Error, tries everything first

LL Parse Machine

Machine	+	Table	+	Stack
4 Steps		Predict the rules		Partial Derivation

September 13, 2018