

# *Programming Languages Design and Implementation*

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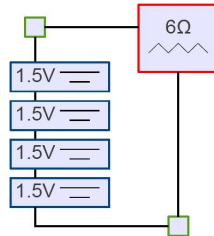
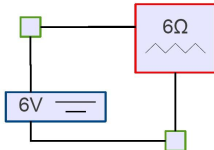
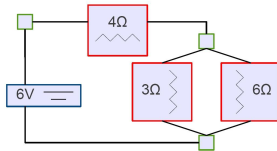
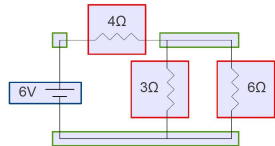
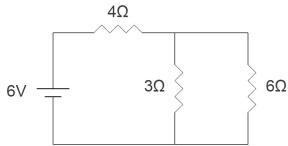
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# Why Is Compilers Interesting?

- ▶ Understand how programming languages operate
- ▶ Learn how to develop programming languages
- ▶ Discover the basic concepts of the languages design
- ▶ Create ambitious software or libraries.

# How Compilers Work



# From the description to the implementation

- ▶ Lexical Analysis (Scanning): Identify the logical pieces of a given description.
- ▶ Syntactic Analysis (Parsing): Distinguish how the elements relate to each other.
- ▶ Semantic Analysis: Recognize the meaning of the entire structure.
- ▶ Generate the intermediate representation: Design a possible structure (composition).
- ▶ Optimize the intermediate representation: Simplify the produced composition.
- ▶ Code Generation: Generate a low layer program.
- ▶ Optimization: Improve the previous output.

# 1. Lexical Analysis

## Source File

```
while (y < z){  
    int x = a+b;  
    y += x;  
}
```

## Output

```
T_While  
T_ParLeft  
T_Identifier y  
T_Lessthan  
T_ParLeft  
T_Identifier z  
T_ParRight  
T_BracOpen  
T_Int  
T_Identifier x
```

```
T_Assign  
T_Identifier a  
T_Plus  
T_Identifier b  
T_Semicolon  
T_Identifier y  
T_PlusAssign  
T_Identifier x  
T_Semicolon  
T_BracClose
```

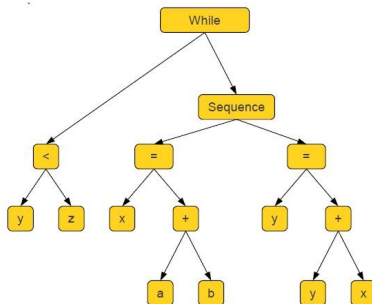
## 2. Syntactic Analysis

### Input

The set of tokens generated by the lexical analyzer

### Output

Abstract syntax tree



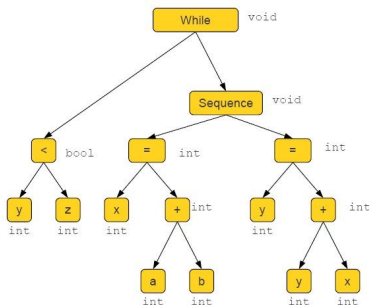
### 3. Semantic Analysis

#### Input

The abstract syntax tree generated by the syntactic analyzer

#### Output

Enhanced Abstract syntax tree



## 4. Generation of the intermediate representation

### Input

The enhanced abstract syntax tree generated by the semantic analyzer

### Output

Intermediate representation:

```
1  Loop : x = a + b
2      y = x + y
      _t1 = y < z
4      if _t1 goto Loop
```



## 5. Optimization of the intermediate representation

### Input

The intermediate representation generated by the IR generator

### Output

Optimized Intermediate representation:

```
1          x = a + b
2  Loop :  y = x + y
          _t1 = y < z
4          if _t1 goto Loop
```

## 6. Low Level Code Generation

### Input

The enhanced intermediate representation generated by the IR optimizer

### Output

Low level code:

```
1          add $1, $2, $3
2  Loop    : add $4, $1, $4
           slt $6, $1, $5
4          beq $6, loop
```

slt: Set on less than. If \$1 is less than \$5, \$6 is set to one. It gets zero otherwise.

beq: Branch on equal. Branches if the two registers are equal.

## 7. Code Optimization

### Input

Low Level Code generated by the LLC Generator

### Output

Optimized Low level code:

```
1          add $1, $2, $3
2  Loop :  add $4, $1, $4
          blt $1, $5, loop
```

blt: Branch on lower than. Branches if the two registers are equal.

# References

- ▶ **Compilers: Principles, Techniques, and Tools** (Second Edition), Alfred Aho, Monica Lam, Ravi Sethi, and Jeffrey Ullman. Addison-Wesley, Published August 2006.
- ▶ **Modern Compilers Implementation in Java** (Second Edition), Andrew Appel and Jens Palsberg. Cambridge University Press, Published October 2002.
- ▶ **Engineering: A Compiler** (Second Edition), Keith Cooper and Linda Torczon. Morgan Kaufmann Editions, Published February 2011.