



南方科技大学
SOUTHERN UNIVERSITY OF SCIENCE AND TECHNOLOGY

Chapter 0:

Course Introduction

Yepang Liu

liuyp1@sustech.edu.cn

Outline

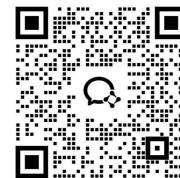
- Course Information
- Why Study Compilers?
- The Evolution of Programming Languages
- Compiler Structure and Phases

The Teaching Team

- **Instructor:** Yepang Liu (刘烨庞)
 - Email: liuyp1@sustech.edu.cn
 - Office: Room 609, CoE Building (South)
- **TA:** 陈俊峰 (RA), 陈一戈 (MSc Student), 王海龙 (MSc Student)
 - Email: chenjf2020, 12432659, 12532569@mail.sustech.edu.cn
 - Office: Room 650A, CoE Building (South)
- **Communication:**
 - Emails: typically replied within 24 hours
 - WeChat: 请扫右侧企业微信群二维码入群
 - Office hour: 10:00 am – 12:00 pm, every Monday

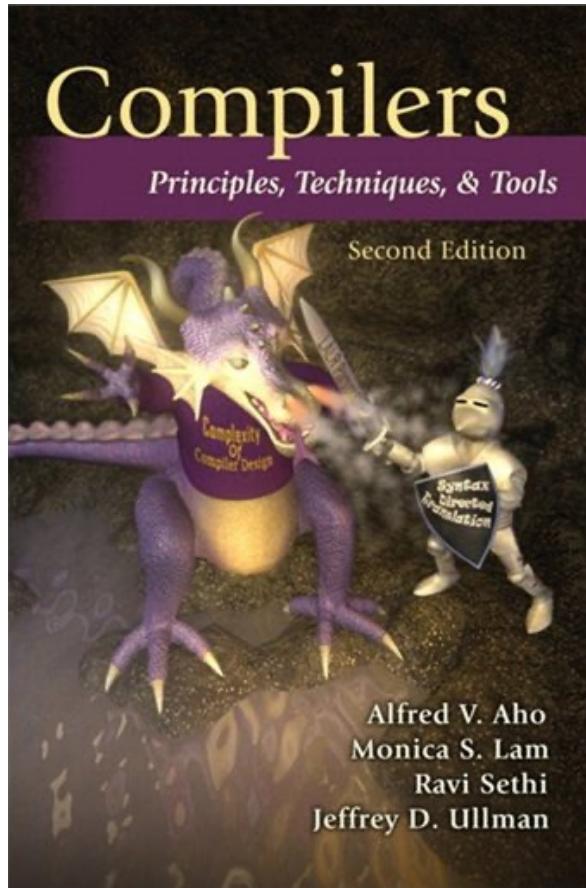
编译原理课程群-2025秋

此群是企业内部群聊，仅企业成员可
扫码加入

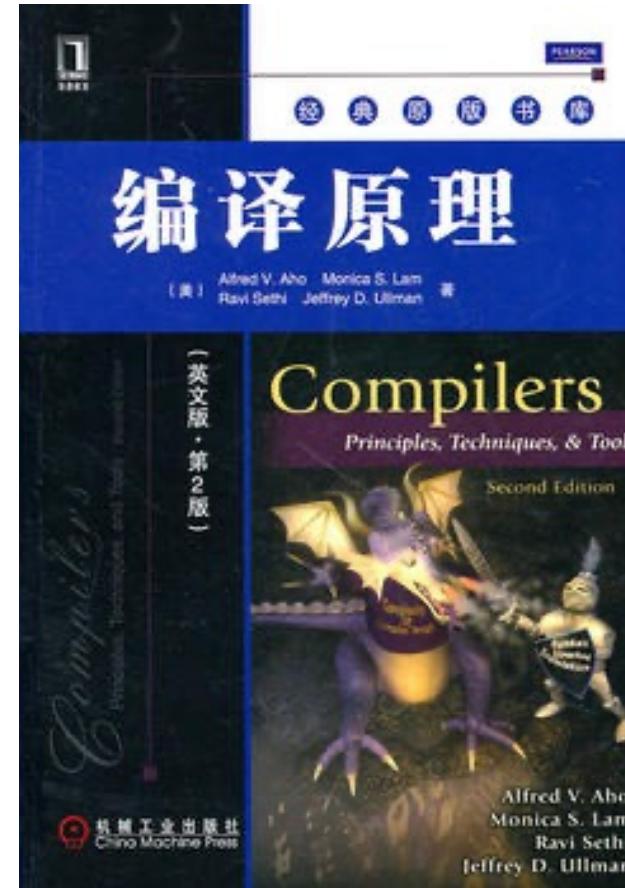


该二维码 9月15日前有效，重新进入将更新

Textbook: The “Dragon Book”

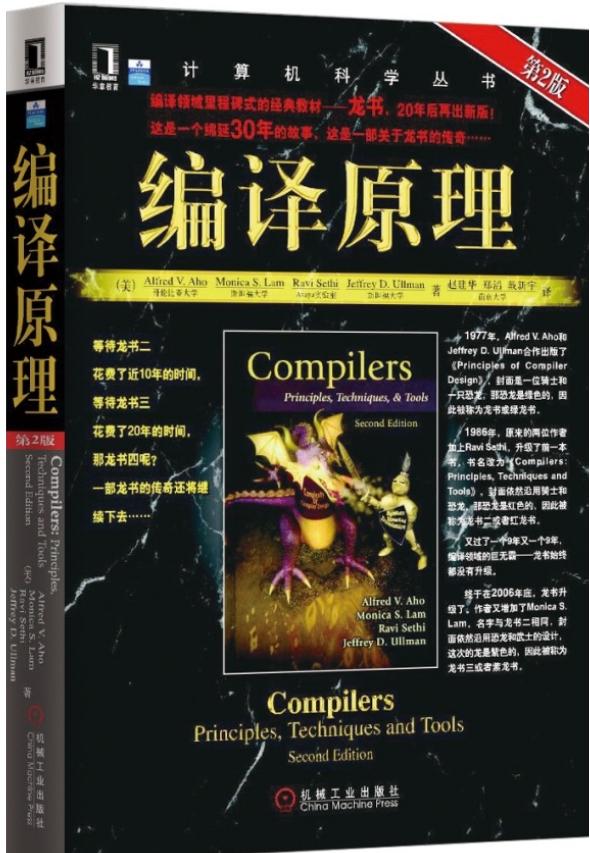


Available at library



40 times cheaper than the original edition
~80 ¥ on 京东 (Buy one! It's worth the money ☺.)

Textbook: Chinese Version

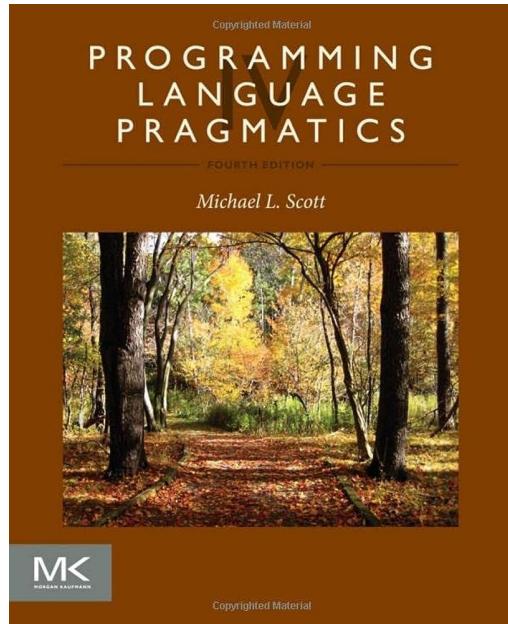


南京大学赵建华、郑滔、戴新宇译

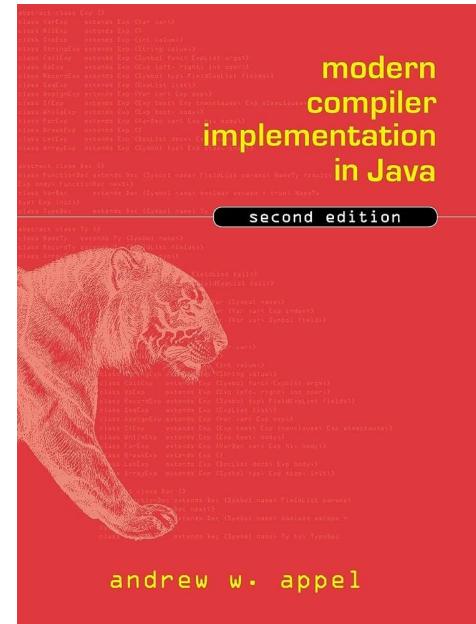
Available at library

~60 ¥ on 京东

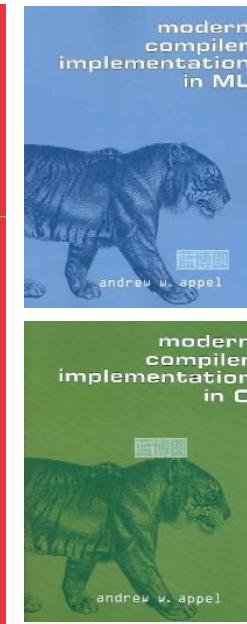
Other Reference Books



Available at library



Available at library



Different versions: Java, C, ML

Lecture Materials

- Announcements, lecture/lab notes, written assignments, sample answers, etc. are available on **Blackboard**
 - Registered students will be automatically added to the site

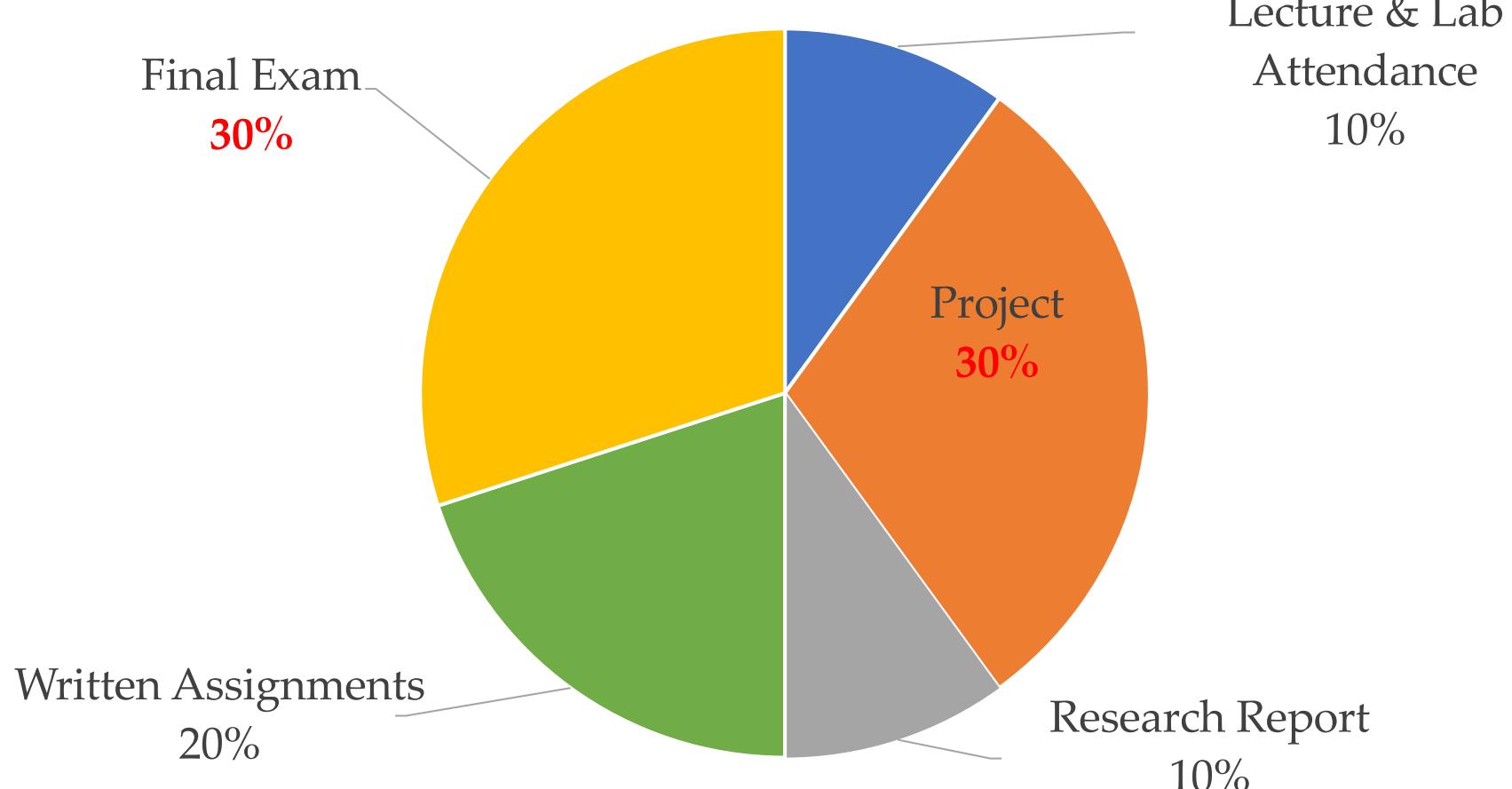
The screenshot shows the Blackboard search interface. At the top, there is a search bar with the text "Compilers" and a date range selector set to "2025/08/20". Below the search bar, there are sections for "浏览类别" (Category) and "浏览学期" (Term). The "Category" section has a dropdown menu set to "--未指定类别--" and a "执行" (Execute) button. The "Term" section has a dropdown menu set to "--未指定学期--" and a "执行" (Execute) button. At the bottom, a table displays course details:

课程 ID	课程名称	教师
CS323-30003554-2025FA	Compilers Fall 2025	计算机科学与工程系 刘烨庞

Lab Resources

- Lab tutorials: <https://sqlab-sustech.github.io/CS323-Compilers-2025F-docs/>
- Lab project template repo: <https://github.com/sqlab-sustech/CS323-Compilers-2025F-Projects/>

Marking Scheme



Note: The marking scheme may be subject to minor changes.

Course Content

★ indicates difficulty level, the more the harder

Introduction to Compilers (引论)	★ ★ ★
Regular Expressions & Context-Free Grammars (正则表达式与上下文无关文法)	★ ★ ★
Lexical Analysis (词法分析)	★ ★ ★
Syntax Analysis (语法分析)	★ ★ ★
Syntax-Directed Translation (语法制导的翻译)	★ ★ ★
Intermediate-Code Generation (中间代码生成)	★ ★ ★
Run-Time Environments (运行时刻环境)	★ ★ ★
Code Generation (代码生成)	★ ★ ★
Machine-Independent Optimizations (机器无关优化)	★ ★ ★

Why Study This Course?

- **Gain a deep understanding of computer programs**
 - The transformation from high-level abstractions to machine operations
 - The relationship between code and hardware
- **Learn program analysis and code optimization techniques**
 - Essential for writing high-performance code and systems
- **Learn how to design and implement languages for computing**
 - Domain-specific languages (DSLs) have wide applications
- **The core technologies are fundamental to modern tools**
 - Deep learning compilers (e.g., Apache TVM) take DL framework models as input and generate optimized executables for the target hardware (e.g., specialized accelerators)

Ultimate Training in Computational Thinking and Problem-Solving:

Compilers involve **formal language theory**, **algorithms**, **data structures**, **computer architecture**, and **software engineering**.

Your Compiler Survival Guide

- This course is a marathon:
 - 15 lecture and lab sessions, some of which are quite difficult
 - 5 written assignments + 6 projects + a research report
 - Several quizzes + a final exam

- **Tip 1:** Focus on the concepts, principles, algorithms.
- **Tip 2:** Start projects early. Complexity unfolds over time.
- **Tip 3:** Find good teammates. Collaboration is important.
- **Tip 4:** Communicate with us proactively. Don't stay stuck for days.

Outline

- Course Information
- Why Study Compilers?
- The Evolution of Programming Languages
- Compiler Structure and Phases

Programming Languages

- Notations for describing computations
- All software is written in some programming language
- There are over 700 programming languages¹
 - Low-level (低级语言): directly understandable by a computer
 - High-level (高级语言): understandable by human beings, need a translator to be understood by a computer

¹ https://en.wikipedia.org/wiki/List_of_programming_languages

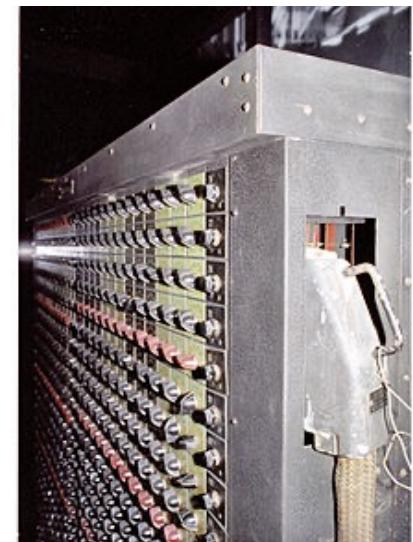
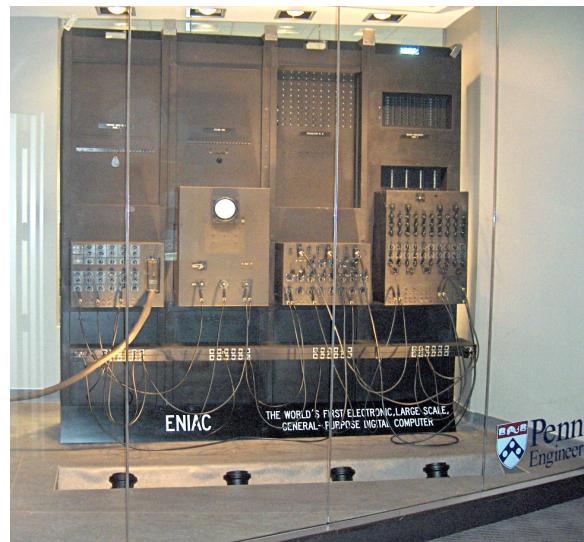
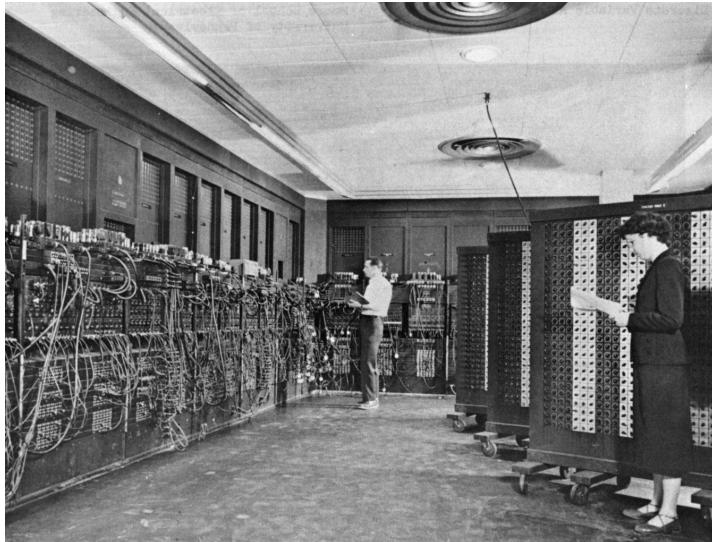
Top Programming Languages

- Winners in the past 10 years according to TIOBE index¹:
 - Python: 2024, 2021, 2020, 2018
 - C: 2019, 2017
 - C#: 2023
 - C++: 2022
 - Go: 2016
 - Java: 2015

¹ A measure of popularity of programming languages calculated from the number of search engine results for queries containing the name of the language. See the index at <https://www.tiobe.com/tiobe-index/>.

When It All Started ...

<https://en.wikipedia.org/wiki/ENIAC>



The first* electronic computer ENIAC appeared in 1946. It was programmed in **machine language** (sequences of 0's and 1's) by setting switches and cables.

* The Atanasoff–Berry computer (ABC) was the first automatic electronic digital computer. It appeared a few years earlier than ENIAC, but it was neither programmable nor Turing-complete. It was designed only to solve systems of linear equations, not for general purposes.

Can You Understand This?



```
0000100100101110011001100110100101101100011001010000100  
1001000100110110001100101011000110111010001110101011100  
1001100101001100010010111001100011001000100000101001100  
111011000110110001100110010010111101100011011011110110  
11010111000001101001011011000110010110010000101110001  
11010000010100010111001110011011001011000110111010001  
1010010110111101101110000010010010001000101110011101000  
11001010111000011101000010010000010100000100100101110  
0110000101101100011010010110011101101110001000000011010  
000001010000010010010111001100111011011000110111101100  
1001100001011011000010000001101101011000010110100101101  
1100000101000001001001011100111010001111001011100000110  
0101000010010010000001101101011000010110100101101110...
```

Assembly Language (Early 1950s)

```
save %sp, -128, %sp
mov 1, %o0
st %o0, [%fp-20]
mov 2, %o0
st %o0, [%fp-24]
ld [%fp-20], %o0
ld [%fp-24], %o1
add %o0, %o1, %o0
st %o0, [%fp-28]
mov 0, %i0
nop
```

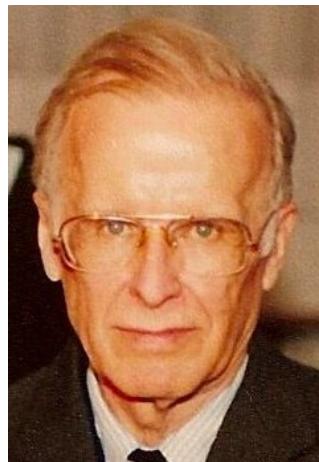
- 1st step towards human-friendly languages
- **Mnemonic names** (助记符) for machine instructions
- **Macro instructions** (宏指令) for frequently used sequences of machine instructions
- Explicit manipulation of memory addresses and content
- Still **low-level** and **machine dependent**

The Move to High-Level Languages

- Disadvantages of assembly language
 - Programming is **tedious** and **slow**
 - Programs are **not understandable** by human beings
 - Programs are **error-prone** and **hard to debug**
- High-level programming languages appeared in the second half of the 1950s
 - **Fortran**: for scientific computation
 - **Cobol**: for business data processing
 - **Lisp**: for symbolic computation

Fortran: The 1st High-Level Language

- In 1953, John Backus proposed to develop a more practical alternative to assembly language for programming on IBM 704 mainframe computer



John Backus (1924 – 2007)
American Computer Scientist
ACM Turing Award (1997)



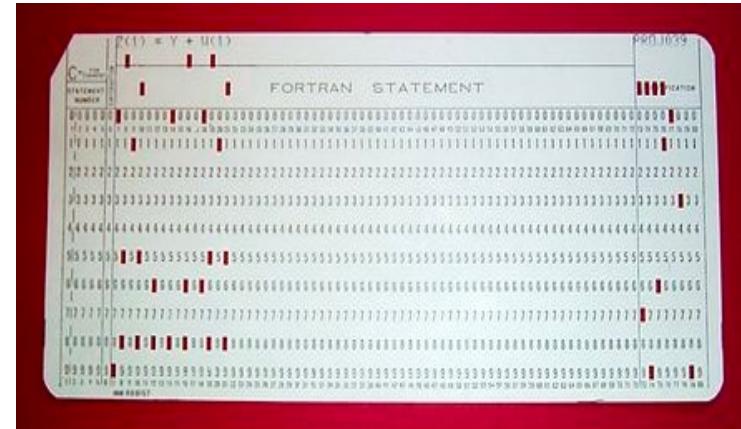
IBM 704 mainframe

Fortran: The 1st High-Level Language

- The 1st Fortran (**For**mul**a** **Tra**nsl**a**tion) compiler was delivered in 1957
- Coding became much faster, 50%+ software was in Fortran in 1958
- **Huge impact**, modern compilers preserve the outline of Fortran I
- Fortran is still used today (No. 11, TIOBE Index August 2025)

```
C---- THIS PROGRAM READS INPUT FROM THE CARD READER,  
C---- 3 INTEGERS IN EACH CARD, CALCULATE AND OUTPUT  
C---- THE SUM OF THEM.  
100 READ(5,10) I1, I2, I3  
10 FORMAT(3I5)  
    IF (I1.EQ.0 .AND. I2.EQ.0 .AND. I3.EQ.0) GOTO 200  
    ISUM = I1 + I2 + I3  
    WRITE(6,20) I1, I2, I3, ISUM  
20 FORMAT(7HSUM OF , I5, 2H, , I5, 5H AND , I5,  
*      4H IS , I6)  
    GOTO 100  
200 STOP  
END
```

Fortran code example



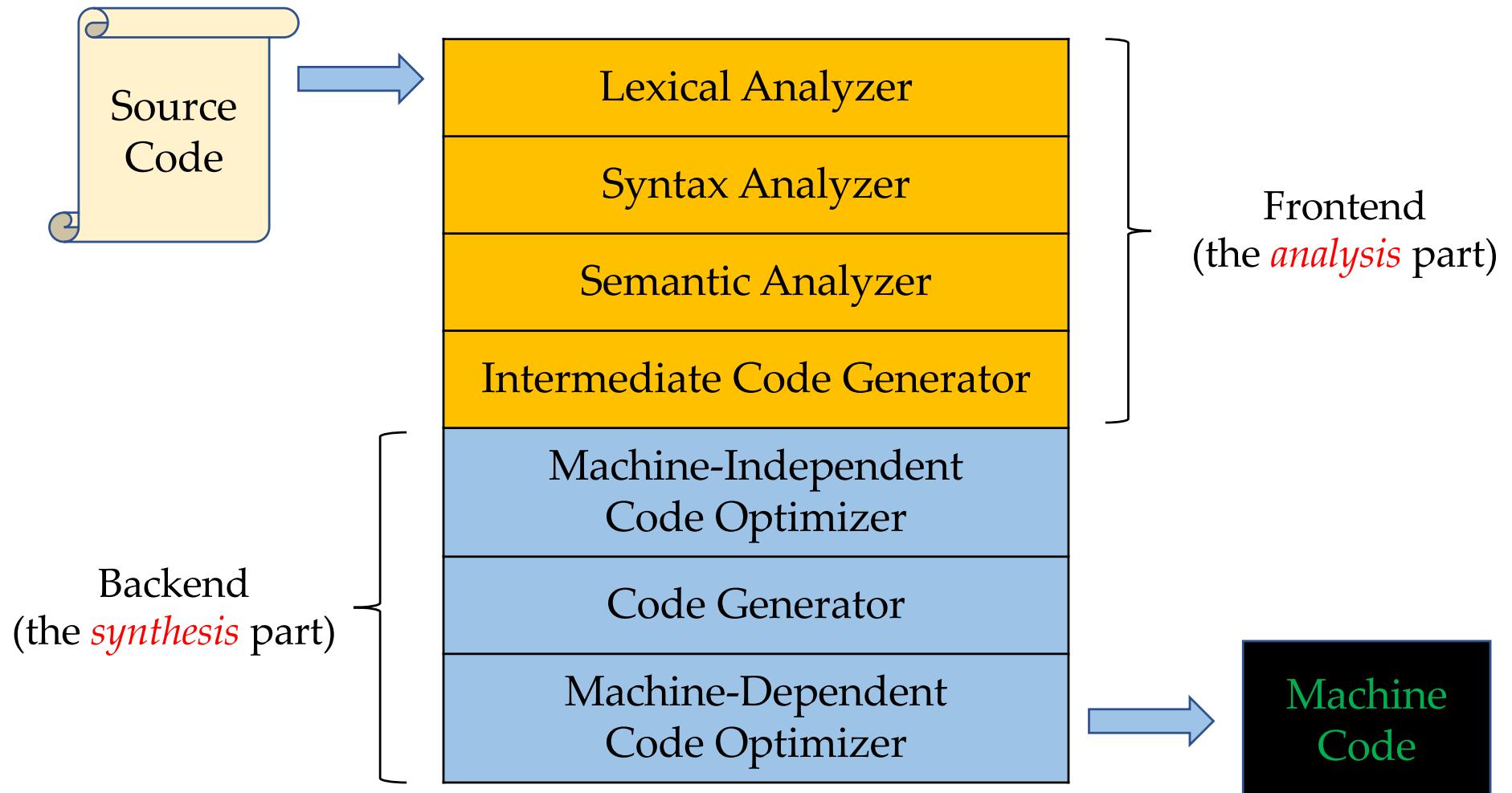
Fortran code on a punch card

<http://www.herongyang.com/Computer-History/FORTRAN-Program-Store-on-Punch-Card.html>

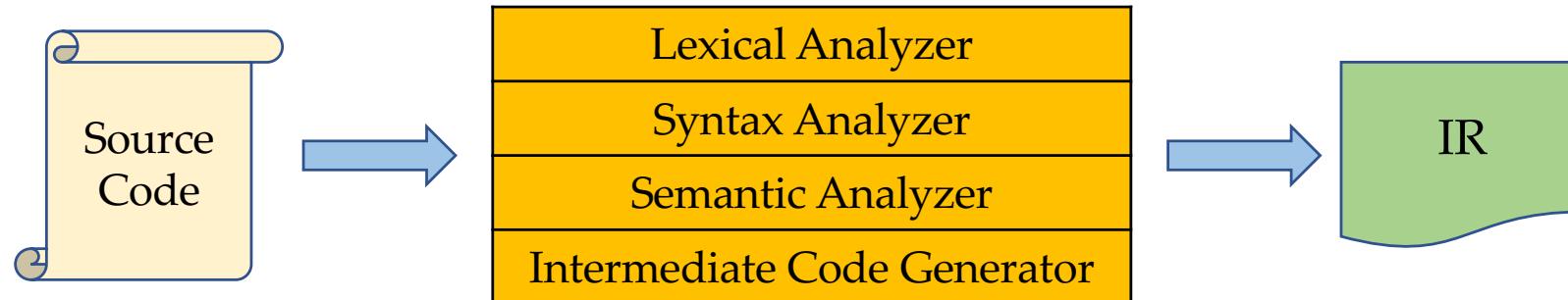
Outline

- Course Information
- Why Study Compilers?
- The Evolution of Programming Languages
- Compiler Structure and Phases

The Structure of a Compiler

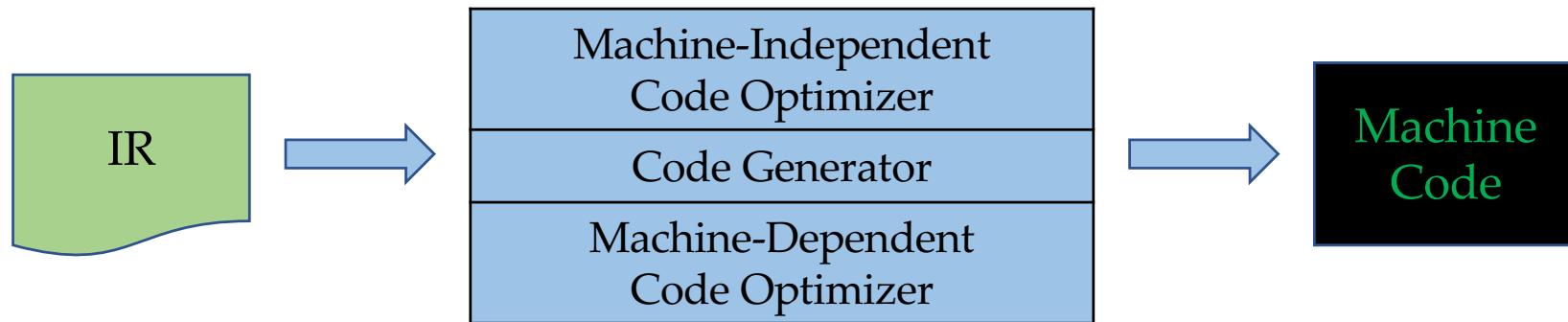


The Frontend (前端) of a Compiler



- Breaks up the source program into **constituent pieces** and imposes a **grammatical structure** on them
- Uses the grammatical structure to create an **intermediate representation (IR)** of the source program
- Collect the information about the source program and stores it in a data structure called ***symbol table*** (will be passed to backend with IR)

The Backend (后端) of a Compiler



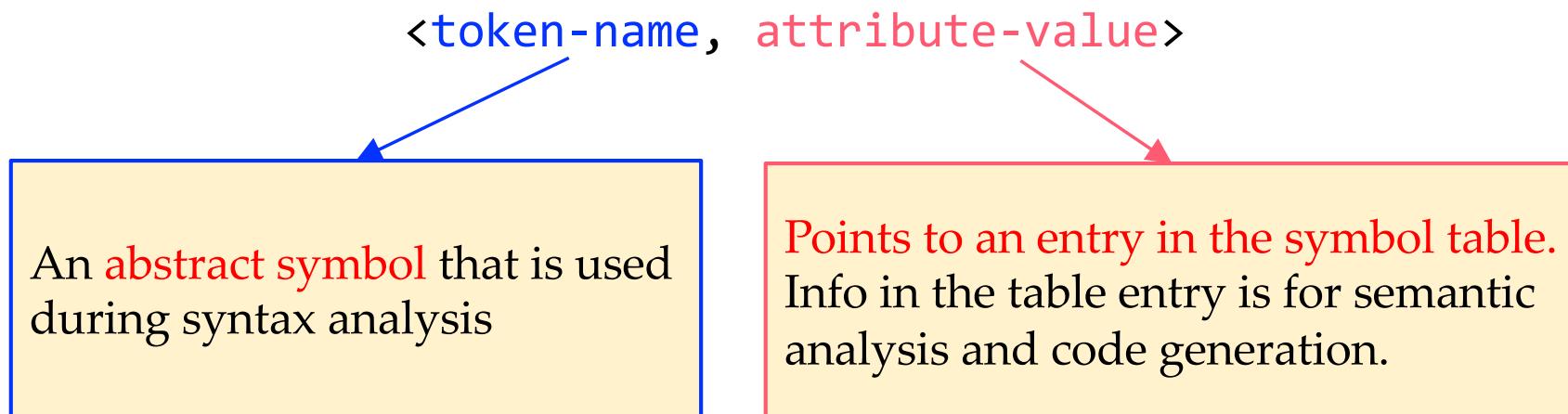
- Constructs the target program (typically, in machine language) from the IR and the information in the symbol table
- Performs code optimizations during the process*

* Lexing and parsing are most complex and expensive in the early days, while in today, optimization dominates all other phases and lexing and parsing are very cheap.

Lexical Analysis (Scanning, 词法分析)



- The lexical analyzer (lexer/tokenizer/scanner) breaks down the source code into a sequence of “lexemes” (词素) or “words”
- For each lexeme, produce a “token” (词法单元) in the form:



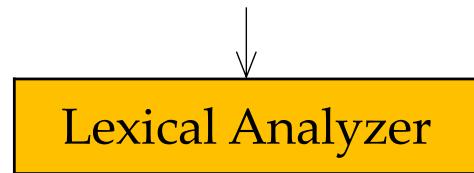
Lexemes vs. Tokens

- A **lexeme** is a string of characters that is a lowest-level syntactic unit in the programming language
 - "words" and punctuation of the programming language (**instance**)
- A **token** is a syntactic category representing a class of lexemes
 - **In English:** Noun, Verb, Adjective...
 - **In programming language:** Identifier, Keyword, Whitespace... (**pattern**)

<https://courses.cs.vt.edu/~cs1104/Compilers/Compilers.070.html>

Lexical Analysis (Example)

```
position = initial + rate * 60
```



<=>

<id, 2>

<+>

<id, 3>

<*>

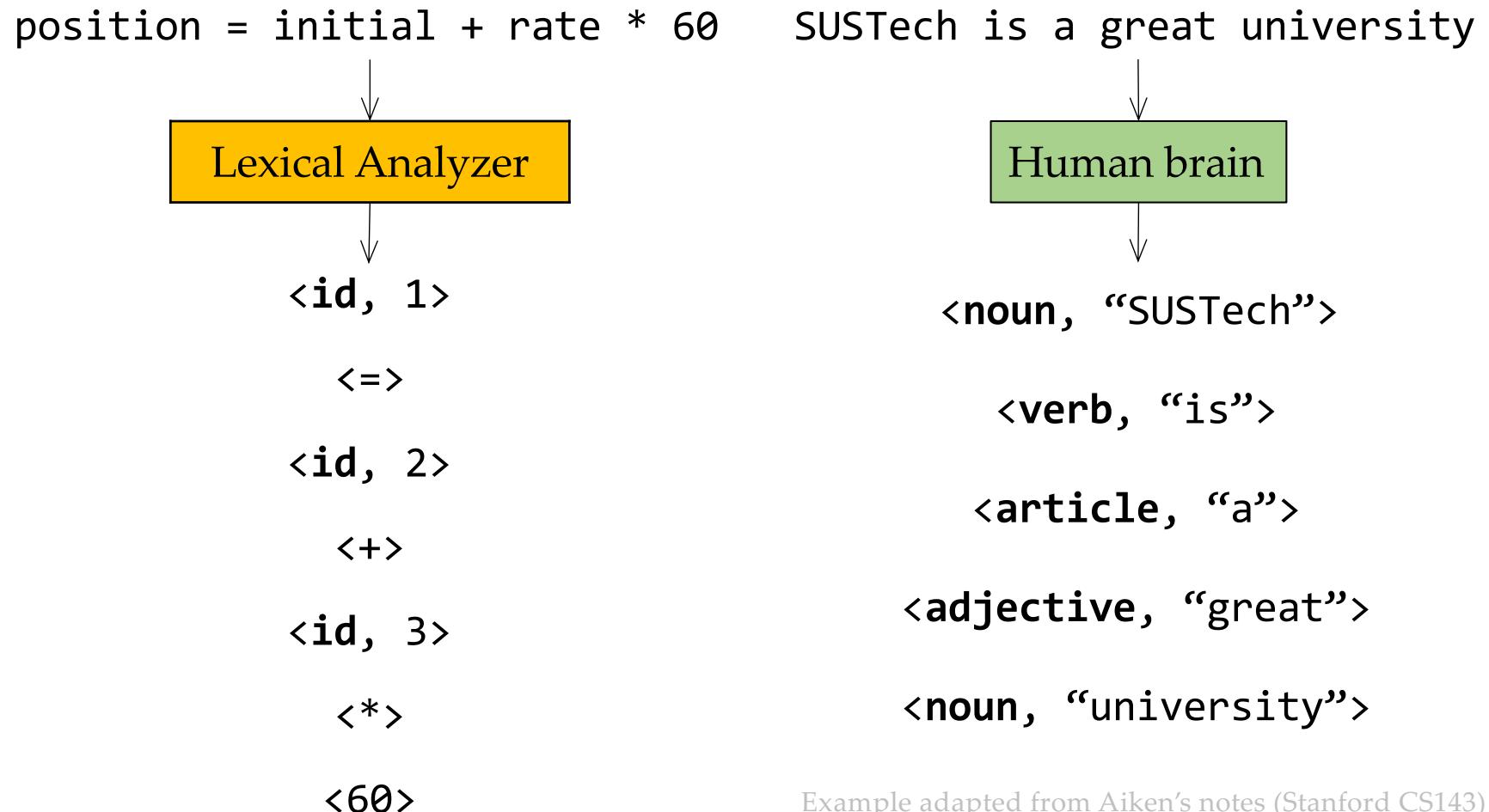
<60>

SYMBOL TABLE

1	position	...
2	initial	...
3	rate	...

Note: <=>, <+>, <*>, <60> are not in the defined form.
This is for notational convenience. <=> could have been <assign, -> and <60> could have been <number, 4>.

Lexical Analysis (Analogy)

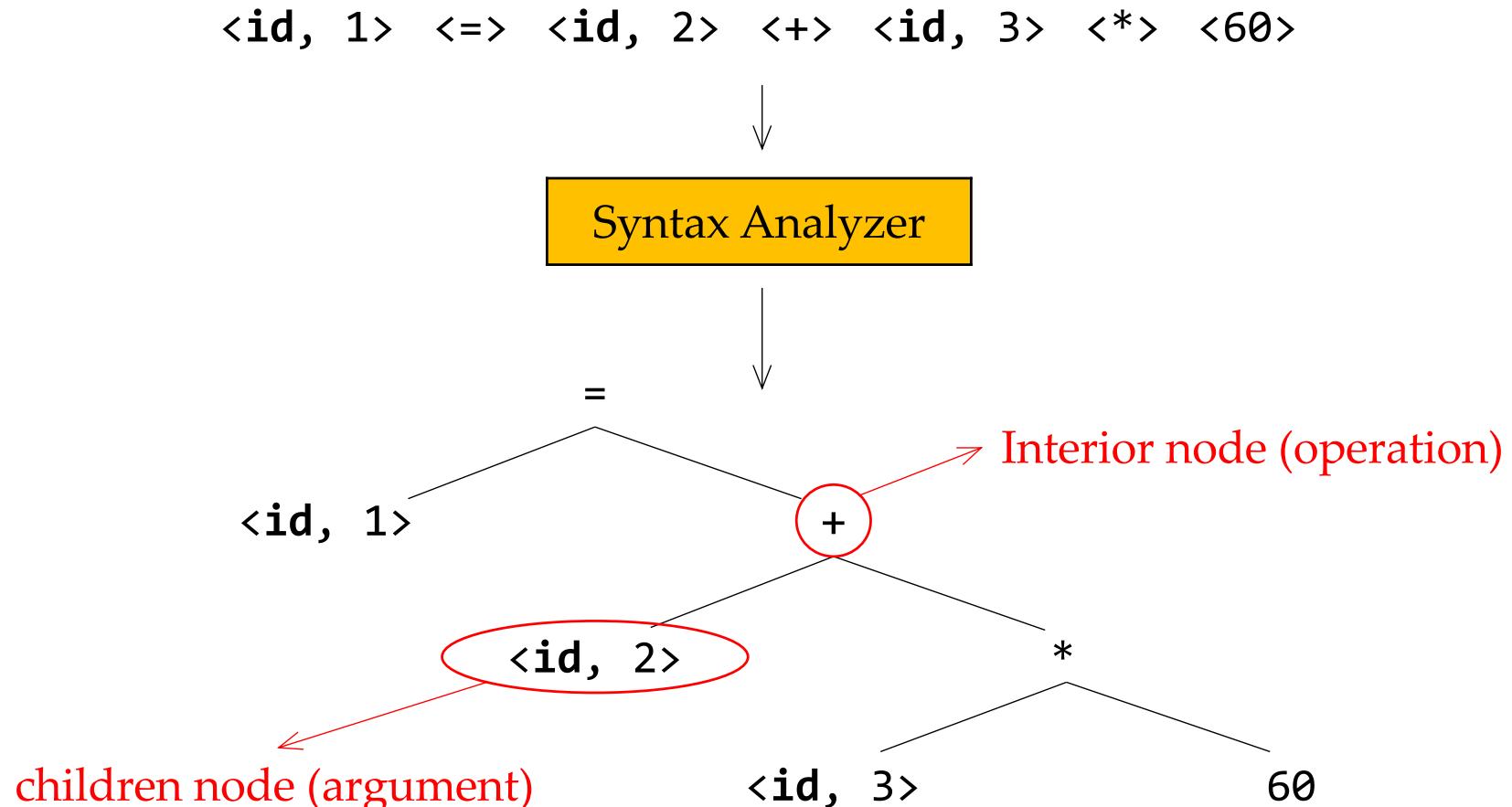


Syntax Analysis (Parsing, 语法分析)



- The syntax analyzer (parser) uses the **token names** produced by the lexer to create an intermediate representation that depicts the grammar structure of the token stream, typically a *syntax tree*
- Each interior node represents an **operation** and the children of the node represent the **arguments** of the operation

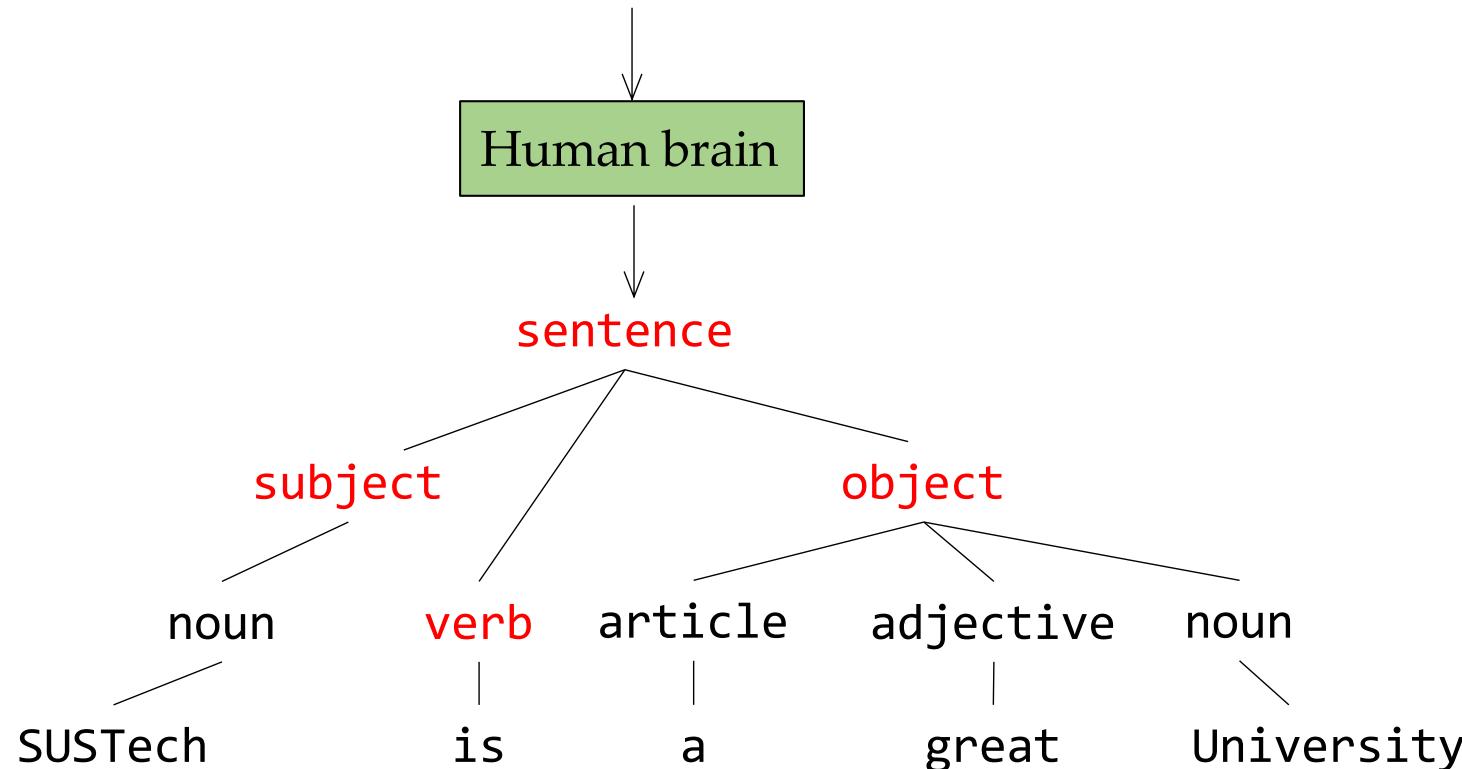
Syntax Analysis (Example)



Syntax Analysis in English

<article, “SUSTech”> <verb, “is”> <article, “a”>

<adjective, “great”> <noun, “university”>



Semantic Analysis (语义分析)



- The semantic analyzer uses the syntax tree and the information in the symbol table to check the source program for **semantic consistency** with the language definition
- Also gathers **type information** for type checking, type conversion, and intermediate code generation

What is Semantics?

- The **syntax** of a programming language describes the **proper form** of its programs
- The **semantics** of a programming language describes the **meaning** of its programs, i.e., what each program does when it executes

Semantic Analysis in English

Jack said Jerry left his assignment at home.

What does “his” refer to? Jack’s or Jerry’s?

Jack said Jack left his assignment at home.

How many Jacks? Which one left the assignment?

Examples are from Aiken’s notes (Stanford CS143)

Semantic Analysis in Programming

- Understanding the meaning of a program is very hard 😞
- Compilers perform only very limited analysis (such as type checking) to catch semantic inconsistencies.

```
1. {  
2.     int Jack = 3;  
3.     {  
4.         int Jack = 4;  
5.         print Jack;  
6.     }  
7. }
```

Which value will be printed?

Programming languages define strict rules to avoid ambiguities.

Compiler will bind Jack at line 5 to its inner definition at line 4.

Type Checking (类型检查)

- An important part of semantic analysis is type checking
- Compilers check that each operator has matching operands (of correct types)

Example: Many languages require an array index to be an integer.

```
double x = 3.2;  
int[] nums = new int[5];  
nums[x] = 6;
```

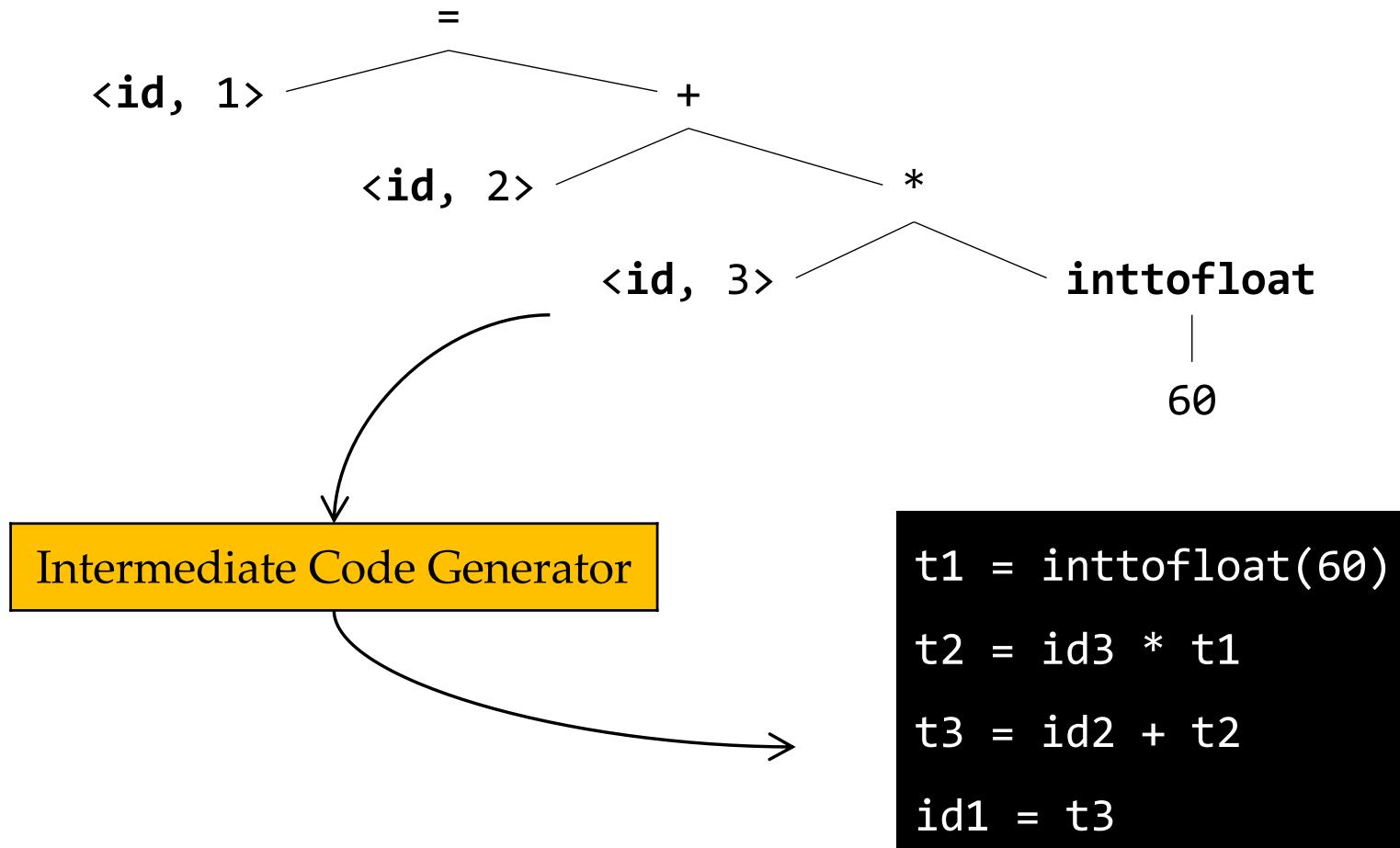
Compilers should report an error!

Intermediate Code Generation (中间代码生成)



- After semantic analysis, compilers generate an intermediate representation, typically *three-address code* (三地址码)
 - **Assembly-like instructions** with three operands per instruction
 - Each operand acts like a register
 - Each assignment instruction has at most one operator on the RHS
 - Easy to translate into machine instructions of the target machine

Three-Address Code Example



Machine-Independent Code Optimization (机器无关的代码优化)



- Akin to article editing/revising in English
- Improve the intermediate code for better target code
 - Run faster
 - Use less memory
 - Shorter code
 - Consume less power ...

Code Optimization (Example)

```
t1 = inttofloat(60)
t2 = id3 * t1
t3 = id2 + t2
id1 = t3
```

1. 60 is a constant integer value. Its conversion to floating-point can be done once and for all at compile time
2. t2 and t3 are only used for value transmitting

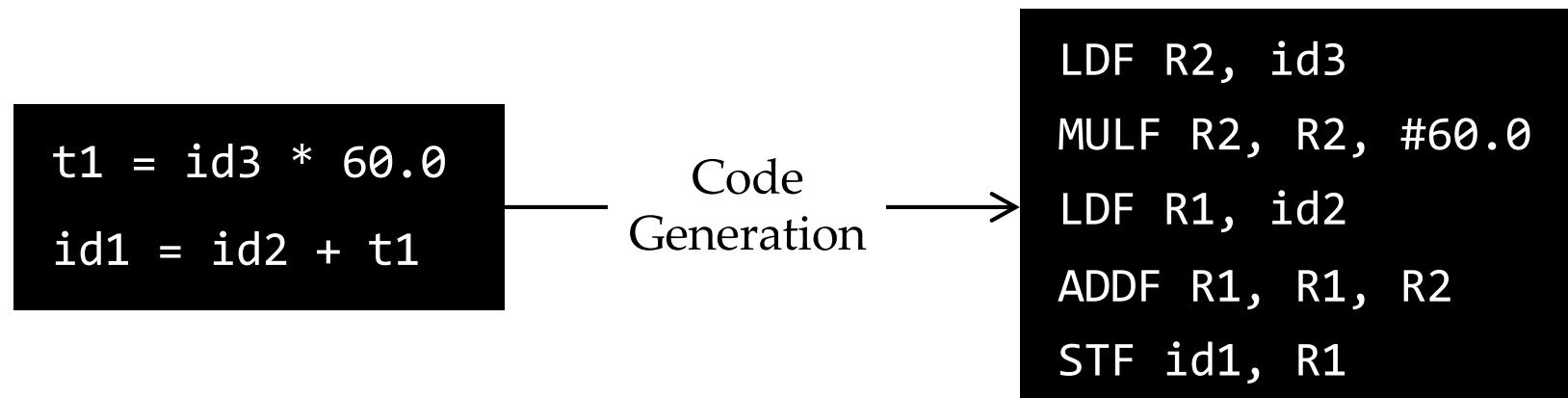
Optimization

```
t1 = id3 * 60.0
id1 = id2 + t1
```

Code Generation (代码生成)



- Map IR to target language, analogous to human translation
- It is crucial to **allocate register and memory** to hold values

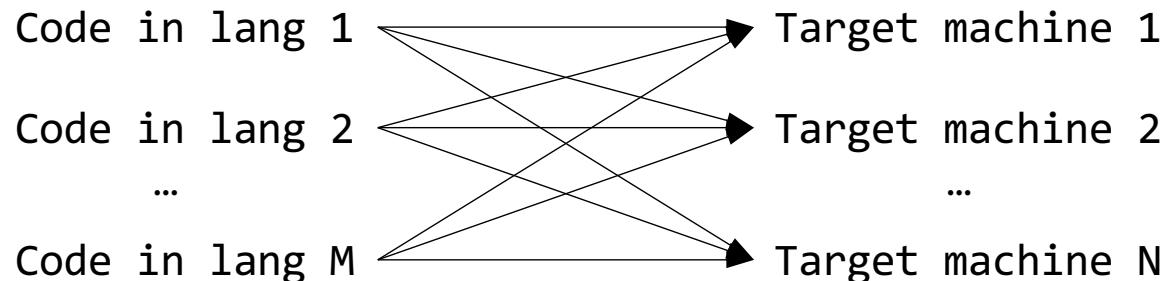


Symbol Table Management

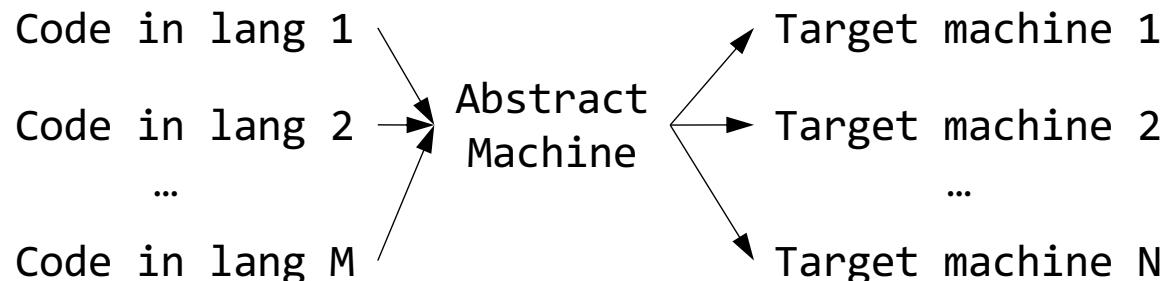
- Performed by the frontend, symbol table is passed along with the intermediate code to the backend
- Record the variable names and various attributes
 - storage allocated, type, scope
- Record the procedure names and various attributes
 - the number and type of arguments
 - the way of passing arguments (by value or by reference)
 - the return type

Intermediate Language (IL)

- Intermediate code is in IL (e.g., three-address code)
- A good IL eases compiler implementation



**M * N compilers
without a good IL**



**M + N compilers
with a good IL**

Reading Tasks

- Chapter 1 of the Dragon book
 - 1.1 Language Processors
 - 1.2 The Structure of a Compiler
 - 1.3 The Evolution of Programming Languages