Democritus Language Final Report

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1. Introduction

Democritus is a programming language with a static type system and native support for concurrent programming via its `atomic` keyword, with facilities for both imperative and functional programming. Democritus is compiled to the LLVM (Low Level Virtual Machine) intermediate form, which can then be optimized to machine-specific assembly code. Democritus' syntax draws inspiration from contemporary languages, aspiring to emulate Go and Python in terms of focusing on use cases familiar to the modern software engineer, emphasizing readability, and having "one – and preferably only one – obvious way to do it"[1].

1.1 Motivation

The main motivation behind Democritus was to create a lower level imperative language that supported concurrency 'out-of-the-box'. The race condition arising from threading would be solved by the language's `atomic` keyword, which provides a native locking system for variables and data. Users would then be able to write and run simple multi-threaded applications relatively quickly.

1.2 Product Goals

Native Concurrency and Atomicity

Users should be able to easily and quickly thread their program with minimal worry about race conditions. Their development process would not be hindered by the use of multithreading, nor should they have to define special threading classes as is common in some other languages.

Portability

Developed under the LLVM IR, code written in Democritus can be compiled and run on any machine that LLVM can run on. As an industrial-level compiler, LLVM offers robustness and portability as the compiler back-end of Democritus.

Flexibility

Though Democritus is not an object-oriented language, it seeks to grant users flexibility in functionality, supporting structures, standard primitive data types, and native string support.

[1] http://c2.com/cgi/wiki?PythonPhilosophy

2. Language Tutorial

Democritus is a strongly-typed, imperative language with standard methods for conditional blocks, iteration, variable assignment, and expression evaluation. In this chapter, we will cover environment configuration as well as utilizing Democritus' basic and more advanced features.

2.1 Setup and Installation

To set up the Democritus compiler, OCaml and LLVM must be installed. Testing and development was done in both native Ubuntu 15.04 and Ubuntu 14.04 running on a virtual machine.

```
sudo apt-get install m4 clang-3.7 clang clang-3.7-doc libclang-common-3.7-dev libclang
    -3.7-dev libclang1-3.7 libclang1-3.7-dbg libllvm-3.7-ocaml-dev libllvm3.7 libllvm3
    .7-dbg lldb-3.7 llvm-3.7 llvm-3.7-dev llvm-3.7-doc llvm-3.7-examples llvm-3.7-
    runtime clang-modernize-3.7 clang-format-3.7 python-clang-3.7 lldb-3.7-dev liblldb
    -3.7-dbg opam llvm-runtime
```

For Ubuntu 15.04, we need the matching LLVM 3.6 OCaml Library.

```
sudo apt-get install -y ocaml m4 llvm opam
opam init
opam install llvm.3.6 ocamlfind
eval `opam config env`
```

For Ubuntu 14.04:

```
sudo apt-get install m4 llvm software-properties-common

sudo add-apt-repository --yes ppa:avsm/ppa
sudo apt-get update -qq
sudo apt-get install -y opam
opam init

eval `opam config env`

opam install llvm.3.4 ocamlfind
```

After setting up the environment, clone the git repository into your desired installation directory:

```
git clone https://github.com/DemocritusLang/Democritus.git
```

2.2 Compiling Your Code

To build the compiler, `cd` into the Democritus repository, and run `make`.

If building fails, try running `eval ‘opam config env‘`, which should update your local environment use OPAM packages and compilers. It's recommended to add the above command to your shell's configuration file if you plan on developing with Democritus.

To compile code, simply run

```
./Democritus < filename.dem > outfile.lli
```

To run compiled code, call `lli` on the output:

```
lli outfile.lli
```

2.3 Writing Code

Code can be written in any text file, but Democritus source files should have the `.dem` extension by convention. Democritus programs consist of global function, struct, and variable declarations. Only the code inside main() will be exectued at runtime. At this time, linking is not included in the Democritus compiler; all code should be written and compiled from a single `.demo` source file.

2.4 Getting Started

Declarations

Functions are declared with the `<function func_name(a type, b type) return_type>` syntax. Variables are declared with the `<let var_name var_type;>` syntax. Statements are terminated with the semicolon `;`. Note that all variable declarations must happen before statements (including assignments) in any given function.

```
function triangle_area(base int, height int) int{
  return base*height/2;
}
```

Types

Primitives

Primitive types in Democritus include booleans and integers. The void type is also used for functions.

Strings

Strings are built-in to Democritus. String literals are added to global static memory at runtime, and string variables point to the literals. These literals are automatically null-terminated.

```
function main() int{
  let s string;
  let foo int;
  let bar bool;

  bar = true;
  s = "Hello, World!"
  foo = 55;
  bar = false;

  return 0;
}
```

Structs

Structs are declared at the global level with the `<struct struct_type { named fields }>` syntax. Struct declarations may also be nested.

```
struct Person{
  let name string;
  let age int;
  let info struct Info;
}

struct Info{
  let education string;
  let salary int;
}


function main() int{
  let p struct Person;

  p.name = "Joe";
  p.age = 30;
  p.info.education = "Bachelor's";
  p.info.salary = 99999;

  print(p.name);
  print(" earns: ");
  print_int(p.info.salary);

  return 0;
}
```

Operators

Democritus includes the 'standard' set of operators, defined as follows:

Binary Operators:

- artithmetic: `+, -, *, /`
- logical: `==, !=, <, <=, >, >=, && (and), || (or)`

Unary Operators:

- artihmetic: `-`
- logical: `!  (not)`

Logical expressions return a boolean value.

The expressions on each side of a binary operation must be of the same type. The `&&, ||,` and `!` operators must be called on boolean expressions.

2.5 Pointers

2.6 Control Flow

As an imperative language, Democritus executes statements sequentially from the top of any given function to the bottom. Branching and iteration is done similarly to many other imperative languages.

Conditional Branching

Conditional branching is done with:

```
if(boolean expression)
{
  /* do something here */
}

else
{
  /* do alternative here */
}
```

Here is an example of conditional branching in Democritus:

```
struct Person{
  let education string;
  let name string;
  let age int;
  let working bool;
}


function main() int{
  let p Struct person;
  p.name = "Joe"
  p.education = "Bachelor's";
  p.age = 25;
  p.working = false;

  if(p.working){
    print(p.name);
    print(" works.\n");
  }else{
    print(p.name);
    print(" is looking for work.\n");
  }

  return 0;
}
```

This program prints "Joe is looking for work."

Loops and Iteration

Iteration can be done either via a `while` or `for` loop. A `while(e1)` loop requires `e1` to be boolean conditional statement. A `for(e1; e2; e3)` loop requires three expressions; `e1` is called prior to entering the loop, `e2` is

a boolean conditional statement for the loop, and `e3` is called after each iteration. Both `e1` and `e3` may be empty expressions. Each of the following functions should print 42.

```
function main() int{
  let i int;
  i = 0;
  while(i<42){
    i = i+1;
  }
  print_int(i)
  return 0;
}
```

```
function main() int{
  let i int;
  for(i = 0; i<42; i++){
    i = i+1;
  }
  print_int(i)
  return 0;
}
```

2.7 Multithreading and Atomicity

Democritus supports threading with the `thread()` function call, which then calls the underlying `pthread` function in C. Any defined function can be called with multiple threads. The calling syntax is as follows:

```
thread("functionname", <comma separated args>, #threads);
```

Multithreaded functions must take a `starvoid` type as input and return a starvoid to conform with C's calling convention. An example of a multithreaded program:

```
function multiprint(noop starvoid) starvoid{
  let x starvoid;
  print("Hello, World!\n");
  return x;
}

function main() int{
  thread("multiprint", 0, 6); /* "Hello, World!" will be printed six times. */
  return 0;
}
```

2.8 Miscellaneous

Besides threading, a couple of other functions from C have been bound to Democritus.

Malloc

`malloc(size)` may be called, returning a pointer to a newly heap-allocated block of *size* bytes. These pointers may be bound to strings, which themselves are pointers to string literals. An example utilizing malloc will be included with file I/O.

File I/O

Files may be opened with `open()`. This call returns an integer, which may be then bound as a file descriptor. C functions such as `write()`, `read()`, or `lseek()` may then be called on the file descriptor.

- `open(filename, fd, fd2)`: opens a file. `filename` is a string referring to a file to be opened. `Fd` and `fd2` are file descriptors used for `open`.
- `write(fd, text, length)`: writes to a file. `fd` refers to the file descriptor of an open file. `text` is a string representing text to be written. `length` is an integer specifying the number of bytes to be written.
- `read(fd, buf, length)`: reads from a file. `fd` refers to the file descriptor of an open file. `buf` is a pointer to malloc'd or allocated space. `length` is an integer representing amount of data to be read. Buffers should be `malloc`'d before reading.
- `lseek(fd, offset, whence)`: sets a file descriptors cursor position. `fd` is the file descriptor to an open file. `offset` is an integer describing how many bytes the cursor should be offset by, and `whence` is an integer describing how `offset` should be applied: as an absolute location, relative location to the current cursor, or relative location to the end of the file.

For more detailed information on these calls, run `man function_name`.

```
function main() int{

  let fd int;
  let malloced string;
  fd = open("tests/HELLOOOOOO.txt", 66, 384);   /* Open this file */
  write(fd, "hellooo!\n", 10);                  /* Write these 10 bytes */
  malloced = malloc(10);      /* Allocate space for the data and null terminator */
  lseek(fd, 0, 0);            /* Jump to the front of the file */
  read(fd, malloced, 10);     /* Read the data we just wrote into the buffer */
  print(malloced);            /* Prints "hellooo!\n" */
  return 0;
}
```

Sockets API

3. Language Reference Manual

3.1 Data types

Primitive Types

int

A standard 32-bit two's-complement signed integer. It can take any value in the inclusive range (-2147483648, 2147483647).

boolean

A 1-bit true or false value.

pointer

A 64-bit pointer that holds the value to a location in memory; pointers may be passed and dereferenced.

Complex Types

string

An immutable array of characters, implemented as a native data type in Democritus.

struct

A struct is a simple user-defined data structure that holds various data types, such as primitives, other structs, or pointers.

3.2 Lexical Conventions

In this subsection, we will cover the standard lexical conventions for Democritus. Lexical elements are scanned as 'tokens,' which are then parsed into a valid Democritus program. Democritus is a free-format language, discarding all whitespace characters such as `' '`, `\t`, and `\n`.

Identifiers

Identifiers for Democritus will be defined as follows: any sequence of letters and numbers without whitespaces and not a keyword will be parsed as an identifier. Identifiers must start with a letter, but they may contain any lowercase or uppercase ASCII letter, numbers, and the underscore '_'. Identifiers are case-sensitive, so 'var1' and 'Var1' would be deemed separate and unique. Identifiers are used to identify named elements, such as variables, struct fields, and functions. Note that identifiers cannot begin with a number. The following is a regular expression for identifiers:

```
ID = "['a'-'z' 'A'-'Z']['a'-'z' 'A'-'Z' '0'-'9' '_']*"
```

Reserved Keywords

The following is a list of reserved Democritus keywords:

```
if          else        for         return      int
bool        void        true        false       string
struct      *void       function    let
```

Literals

Literals are used to represent various values or constants within the language.

Integer Literals

Integer literals are simply a sequence of ASCII digits, represented in decimal.

```
INT = "['0'-'9']+"
```

Boolean Literals

Boolean literals represent the two possible values that boolean variables can take, `true` or `false`. These literals are represented in lowercase.

```
BOOLEAN = "true|false"
```

String Literals

String literals represent strings of characters, including escaped characters. String literals are automatically null-terminated. Strings are opened and closed with double quotations. A special OCaml `lexbuf` was used to parse string literals.

```
(Taken from http://realworldocaml.org/v1/en/html/parsing-with-ocamllex-and-menhir.html)

read_string buf = parse
  | '"'             { STRING (Buffer.contents buf) }
  | '\\' '/'        { Buffer.add_char buf '/'; read_string buf lexbuf }
  | '\\' '\\'       { Buffer.add_char buf '\\'; read_string buf lexbuf }
  | '\\' 'b'        { Buffer.add_char buf '\b'; read_string buf lexbuf }
  | '\\' 'f'        { Buffer.add_char buf '\012'; read_string buf lexbuf }
  | '\\' 'n'        { Buffer.add_char buf '\n'; read_string buf lexbuf }
  | '\\' 'r'        { Buffer.add_char buf '\r'; read_string buf lexbuf }
  | '\\' 't'        { Buffer.add_char buf '\t'; read_string buf lexbuf }
  | [^ '"' '\\']+   { Buffer.add_string buf (Lexing.lexeme lexbuf);
                      read_string buf lexbuf
                    }
```

All Democritus Tokens

The list of tokens used in Democritus are as follows:

```
| "//"      { comment lexbuf }
| "/*"      { multicomment lexbuf }
| '('       { LPAREN }
| ')'       { RPAREN }
| '{'       { LBRACE }
| '}'       { RBRACE }
| ';'       { SEMI }
| ','       { COMMA }
| '+'       { PLUS }
| '-'       { MINUS }
| '*'       { STAR }
| '&'       { REF }
| '.'       { DOT }
| '/'       { DIVIDE }
| '='       { ASSIGN }
| "=="      { EQ }
| "!="      { NEQ }
| '<'       { LT }
| "<="      { LEQ }
| ">"       { GT }
| ">="      { GEQ }
| "&&"      { AND }
| "||"      { OR }
| "!"       { NOT }
| "if"      { IF }
| "else"    { ELSE }
| "for"     { FOR }
| "return"  { RETURN }
| "int"     { INT }
| "bool"    { BOOL }
| "void"    { VOID }
| "true"    { TRUE }
| "string"  { STRTYPE }
| "struct"  { STRUCT }
| "*void"   { VOIDSTAR }
| "false"   { FALSE }
| "function"  { FUNCTION }
| "let"       { LET }
| ['0'-'9']+ as lxm { LITERAL(int_of_string lxm) }
| ['a'-'z' 'A'-'Z']['a'-'z' 'A'-'Z' '0'-'9' '_']* as lxm { ID(lxm) }
| '"'    { read_string (Buffer.create 17) lexbuf } (* refer to read_string above *)
| eof { EOF }
```

Punctuation

Semicolon

The semicolon ';' is required to terminate any statement in Democritus.

`statement SEMI`

Curly Brackets

In order to keep the language free-format, curly braces are used to delineate separate and nested blocks. These braces are required even for single-statement conditional and iteration loops.

```
LBRACE statements RBRACE
```

Parentheses

To assert precedence, expressions may be encapsulated within parentheses to guarantee order of operations.

```
LPAREN expression RPAREN
```

Comments

Comments may either be single-line, intialized with two backslashes, or multi-line, enclosed by `\* and *\`.

```
COMMENT = ("// [^'\n']* \n") | ("/*" [^ "*/"]* "*/")
```

3.3 Expressions and Operators

An expression consists of a combination of any of the following:

- a literal value (constants)
- a variable name
- a binary operation between two other expressions
- a unary operation on an expression
- a struct access
- a function call
- a variable or struct field assignment
- another expression contained within parentheses

Declaration and Assignment

In the grammars shown in this section and all subsequent sections, all terminals are expressed in uppercase and all nonterminals are kept lowercase.

Variable Declaration

Democritus requires all named variables to be declared with its type at the top of each function. Named variables are declared with the `let [ID] type` syntax. Assignment to these variables may then be done with `=`.

The grammar for variable declarations is as follows:

```
vdecl:
  LET ID typ SEMI

typ:
    INT
  | BOOL
  | VOID
  | STRTYPE
  | STRUCT ID
  | VOIDSTAR
  | STAR %prec POINTER typ
```

Struct Declaration

Structs are defined at the global scope, and can then be declared as variables. The global definitions are as follows:

```
sdecl:
    STRUCT ID LBRACE vdecl_list RBRACE

vdecl_list:
  | vdecl_list vdecl
```

Arithmetic Operations

Democritus supports all the arithmetic operations standard to most general-purpose languages, documented below. Automatic casting has not been included in the language, and the compiler will throw an error in the case that arithmetic operations are performed between the same types of expressions.
A binary operation operates on the two expressions on the left and right side of the operator. Binary operations may be:

- an addition, subtraction, multiplication, or division between arithmetic expressions (`+,-,*,/`)
- an equality or inequality expression between boolean expressions (`==,!=,<,<=,>,>=,&&,||`)

A unary operation operates on the expression on the operator's right side:

- a negation of an arithmetic expression (`-`)
- a dereference of a pointer type (`*`)
- an address reference of a variable or field within a struct (`&`)
- a negation of a boolean expression (`!`)

Addition and Subtraction

Addition works with the `+` character, behaving as expected. Subtraction is called with `-`.

Multiplication and Division

Multiplication is called with `*`, and division with `/`. Division between integers discards the fractional part of the division.

Boolean Expressions

Democritus features all standard logical operators, utilizing `!` for negation, and `&&` and `||` for `and` and `or`, respectively. Each expression will return a boolean value of true or false.

Equality

Equality is tested with the `==` operator. Inequality is tested with `!=`. Equality may be tested on both boolean and arithmetic expressions.

Negation

Negation is done with `!`, a unary operation for boolean expressions.

Comparison

Democritus also features the `<`, `<=`, `>`, and `>=` operators. These represent less than, less than or equal to, greater than, and greater than or equal to, respectively. These operators are called on arithmetic expressions and return a boolean value.

Chained Expressions

Boolean expressions can be chained with `&&` and `||`, representing `and` and `or`. These operators have lower precedence than any of the other boolean operators described above. The `and` operator has a higher precedence than `or`.

Parentheses

Parentheses are used to group expressions together, since they have the highest order of precedence. Using parentheses will ensure that whatever is encapsulated within will be evaluated first.

Function Calls

Function calls are treated as expressions with a type equal to their return type. As an applicative-order language, Democritus evaluates function arguments first before passing them to the function. The grammar for function calls is as follows:

```
  | ID LPAREN actuals_opt RPAREN { Call($1, $3) }

actuals_opt:
  /* nothing *?   { [] }
  |  actuals_list { List.rev $1 }

actuals_list:
     expr        { [$1] }
  |  actuals_list COMMA expr { $3 :: $1 }
```

Pointers and References

Pointers and dereferencing operations utilize the same syntax as C. The unary operator `&` gives a variables address in memory, and the operator `*` dereferences a pointer. See the assignment subsection for usage.

Operator Precedence and Associativity

Precedence	Operator	Description	Associativity
1	`()`	Parenthesis	Left-to-right
2	`()`	Function call	Left-to-right
3	`*`	Dereference	Right-to-left
	`&`	Address-of	
	`!`	Negation	
	`-`	Unary minus	
4	`*`	Multiplication	Left-to-right
	`/`	Division	
5	`+`	Addition	Left-to-right
	`-`	Subtraction	
6	`>>` =	For relational $>$ and $\geq$ respectively	Left-to-right
	`<<=`	For relational $<$ and $\leq$ respectively	
7	`== !=`	For relational $=$ and $\neq$ respectively	Left-to-right
8	`&&`	Logical `and`	Left-to-right
9	`||`	Logical `or`	Left-to-right
10	`=`	Assignment	Right-to-left

3.4 Statements

Expressions

An expression statement consists of an expression followed by a semicolon. Expressions in expression statements will be evaluated, and its value calculated.

```
a int = 500;
s char = 'a';
2 + 4 - 3;          /* Not used, thrown away */
```

Declarations

A declaration specifies a variable's name and type, in that order. Values may also be initialized in the declaration.

```
x int;
y char = '4';
```

Control Flow

`if, elif, else`

An `if` statement causes a block (encapsulated by `{ and }`) to be entered if the specified condition evaluates to true.

An `elif` allows an alternate condition to be specified.

An `else` is entered if the 'if' and 'elif's are not entered.

A boolean expression encapsulated within parentheses is required for every `if` and `elif`. `Elif` and `else` belong to the first preceeding `if` statement.

```
x int = 1;
if (x == 1)
{
    print("x==1!");
}

elif (x == 2)
{
    print("x==2!");
}

else
{
    print("fail");
}
```

Looping with `for`

Democritus eliminates the `while` structure, replacing it instead with a modified `for` loop. `For` can be used to iterate by providing an initialization, termination condition, and update:

```
for(i int = 0; i < 10; i++)
{
    /* Some code here */
}
```

It can also be used as a while loop providing only one condition:

```
for(x < 10)
{
    /* Some code here */
}
```

3.5 Functions

Overview

Functions can be defined in Democritus to return one or no data type. Functions are evaluated via eager evaluation and the function implementation must directly follow the function header. The syntax is reminiscent of Scala, although Democritus doesn't support implied returns. A function appears in the form:

```
function [function name]([formal_arg type, ... ]) type {
    [function implementation]
    return [variable of return type]
}
```

Note: all functions need `return` statements at the end (no falling off the end). A void `return` is simply a return with nothing following it.

Functions may be recursive and call themselves:

```
function recursive_func(i int) void {
    if (i < 0) {
        return;
    } else {
```

```
        print    h i   ;
        recursive_fun(i-1);
    }
}
```

Functions may be called within other functions:

```
function main() void{
    recursive_func(3);
    return;
}
```

Built-in Functions

A handful of functions are natively built into Democritus for user flexibility and ease of usage. There are:

- print(s string) takes in a string (standard library functions will convert from other data types to strings)
- thread(f function, [arg1 type, arg2 type, ...]) takes in function and function args

3.6 Concurrency

Overview

Democritus intends to cater to modern software engineering use cases. Developments in the field are steering us more and more towards highly concurrent programming as the scale at which software is used trends upward.

With this in mind, Democritus adds support for the `atomic` keyword, used as a modifier at the declaration step. The keyword can be used both in an inline declaration and when declaring a function's types. We also wrap the $pthread_t$ datatype and related functions.

Atomic Inline Declarations

Under the hood, declaring a variable with the `atomic` keyword embeds a locking structure into the type, as well as exposing the `lock()` and `unlock()` functions. If the keyword is used with a standard data type, the compiler replaces the normal version of that type with a version that includes the lock and the functions described above.

```
  }
    x int;
    x.lock(); x.unlock(); /* undefined! */

    y atomic int;
    y.lock(); y.unlock(); /* defined! */
}
```

Atomic Parameter Declarations

A function whose formal parameters are `atomic` will throw a compile-time error if a non-atomic type is passed in. The idea is to force the programmer to document which functions are safe to use in a multi-threaded context and which are not.

```
  }

function [function name]([formal_arg atomic type]) atomic type {
  formal_arg.lock();
  /* do something */
  formal_arg.unlock();
  return formaL_arg
}
```

Naturally, rather than calling `lock()` and `unlock()` manually, the programmer can implement atomic operations.

Spawning Threads

To spawn threads, Democritus uses a wrapper around the C-language `pthread` family of functions.

The $thread_t$ data type wraps $pthread_t$.

To spawn a thread, the thread function takes a variable number of arguments where the first argument is a function and the remaining optional arguments are the arguments for that function. It returns an error code.

The `detach` boolean determines whether or not the parent thread will be able to join on the thread or not.

```
        {
    thread(f function, boolean detach, [arg1 type, arg2 type, ...]) int;
  }
```

4. Project Plan

4.1 Planning

Much of the planning was facilitated by our weekly meetings with David Watkins, our TA. He very clearly explained what the requirements of each milestone entailed, and helped keep expectations transparent. Since Professor Edwards had emphasized the need for vertical development of features instead of horizontal building of each compiler layer, we quickly identified the key features that would be required to enable the key functionality of our language. Two of the most important components were structs and threads.

Our initial plan, which we largely followed, was to complete the Language Reference Manual, experiment with the layers of the compiler and get `Hello, World!` working, and then use what we had learned to begin implementing the more crucial aspects of the language.

4.2 Workflow

Workflow was facilitated by Git and GitHub, which allowed for the team to easily work on multiple features simultaneously and (usually) merge together features without overlapping conflicts. The Git workflow reached an optimal point by the conclusion of the project; new features would be developed, tested, and finalized in separate branches, and the commits for that feature would be squashed down until a single commit representing the new feature would be merged into the master branch.

Features were developed individually or through paired programming, depending on the scope and complexity of the feature. GitHub and division of labor allowed for many team members to work independently, at different times of the day per their own schedule. Branching allowed for one person to quickly deploy buggy code to another in hopes of resolving the issue, without any modification or bad commits to the master branch. GroupMe was used extensively for inter-team communication.

4.3 Team Member Responsibilities

Team Member	Responsibilities	GitHub Handle
Amy Xu	structs, nested structs, pointers	axxu
Emily Pakulski	C-bindings, reformatting tests, atomicity	ohEmily
Amarto Rajaram	C-bindings, pthread, file I/O, malloc	Amarto
Kyle Lee	structs, LRM, Final Report, debug and assist Amy	kyle–lee

4.4 Git Logs

5. Architecture Overview

Democritus' compiler is built off of Professor Stephen Edwards' `MicroC` compiler.

5.1 Compiler Overview

Several files make up the source code of the compiler. These include:

- `scanner.mll`: the OCamllex scanner.
- `ast.ml`: the abstract syntax tree, summarizing the overall structure of a Democritus program.
- `parser.mly`: the Ocamlyacc parser. Tokens from the scanner are parsed into the abstract syntax tree in the parser.
- `semant.ml`: the semantic analyzer.
- `codegen.ml`: the LLVM IR code generator.
- `democritus.ml`: the overarching OCaml program that calls the four main steps of the compiler.
- `bindings.c`: a C file that provides key underlying C functionality, such as for threads, which is compiled to LLVM bytecode.

The Scanner

The scanner is simply a text scanner that parses text into various tokens, to then be interpreted by the parser. The regular expressions used by the scanner were listed above in the language reference chapter.

The Parser

The parser is a token scanner that converts the tokens read into a valid abstract syntax tree of the program. If the program follows valid syntax, it will be parsed accordlingly. Otherwise, compilation of code will yield a parse error. The structure of the program is as follows:

The Semantic Analyzer

The Code Generator

6. Testing

6.1 Integration Testing

Aside: Unit Testing

6.2 The Test Suite and Automated Regression Testing

7. Lessons Learned

7.1 Amy

7.2 Emily

7.3 Amarto

7.4 Kyle

8. Code Listing