

# Compilers: Principles, Techniques, & Tools

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# CHAPTER 1

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## INTRODUCTION

The world as we know it depends on programming languages, because all the software running on all the computers was written in some programming language. But, before a program can be run, it first must be translated into a form in which it can be executed by a computer.

The software systems that do this translation are called *compilers*.

### 1 Language Processors

Simply stated, a compiler is a program that can read a program in one language—the *source* language—and translate it into an equivalent program in another language—the *target* language.

An *interpreter* is another common kind of language processor.

The task of collecting the source program is sometimes entrusted to a separate program, called a *preprocessor*.

The compiler may produce an assembly-language program as its output, because assembly language is easier to produce as output and is easier to debug. The assembly language is then processed by a program called an *assembler* that produces relocatable machine code as its output.

The *linker* resolves external memory addresses, where the code in one file may refer to a location in another file. The *loader* then puts together all of the executable object files into memory for execution.

### 2 The Structure of a Compiler

Up to this point we have treated a compiler as a single box that maps a source program into a semantically equivalent target program. If we open up this box a little, we see that there are two parts to this mapping: analysis and synthesis.

The *analysis* part breaks up the source program into constituent pieces and imposes a grammatical structure on them. The analysis part also collects information about the source program and stores it in a data structure called a *symbol table*, which is passed along with the intermediate representation to the synthesis part.

The *synthesis* part constructs the desired target program from the intermediate representation and the information in the symbol table. The analysis part is often called the *front end* of the compiler; the synthesis part is the *back end*.

If we examine the compilation process in more detail, we see that it operates as a sequence of *phases*, each of which transforms one representation of the source program to another.

#### 2.1 Lexical Analysis

The first phase of a compiler is called *lexical analysis* or *scanning*. The lexical analyzer reads the stream of characters making up the source program and groups the characters into meaningful sequences called *lexemes*. For each lexeme, the lexical analyzer produces as output a *token* of the form

$\langle token\text{-}name, attribute\text{-}value \rangle$

that is passed on to the subsequent phase, syntax analysis. In the token, the first component *token-name* is an abstract symbol that is used during syntax analysis, and the second component *attribute-value* points to an entry in the symbol table for this token.

## 2.2 Syntax Analysis

The second phase of the compiler is *syntax analysis* or *parsing*. A typical representation is a *syntax tree* in which each interior node represents an operation and the children of the node represent the arguments of the operation.

## 2.3 Semantic Analysis

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.

An important part of semantic analysis is *type checking*, where the compiler checks that each operator has matching operands.

The language specification may permit some type conversions called *coercions*.

## 2.4 Intermediate Code Generation

We consider an intermediate form called *three-address code*, which consists of a sequence of assembly-like instructions with three operands per instruction.

## 2.5 The Grouping of Phases into Passes

In an implementation, activities from several phases may be grouped together into a *pass* that reads an input file and writes an output file.

## 2.6 Compiler-Construction Tools

Some commonly used compiler-construction tools include

1. *Parser generators* that automatically produce syntax analyzers from a grammatical description of a programming language.
2. *Scanner generators* that produce lexical analyzers from a regular-expression description of the tokens of a language.
3. *Syntax-directed translation engines* that produce collections of routines for walking a parse tree and generating intermediate code.
4. *Code-generator generators* that produce a code generator from a collection of rules for translating each operation of the intermediate language into the machine language for a target machine.
5. *Data-flow analysis engines* that facilitate the gathering of information about how values are transmitted from one part of a program to each other part.
6. *Compiler-construction toolkits* that provide an integrated set of routines for construction various phases of a compiler.

# 3 The Evolution of Programming Language

## 3.1 The Move to Higher-Level Languages

One classification is by generation. *First-generation languages* are the machine languages, *second-generation* the assembly languages, and *third-generation* the higher-level languages. *Fourth-generation languages* are languages designed for specific applications. The term *fifth-generation language* has been applied to logic- and constraint-based languages.

Another classification of languages uses the term *imperative* for languages in which a program specifies *how* a computation is to be done and *declarative* for languages in which a program specifies *what* computation is to be done.

The term *von Neumann language* is applied to programming languages whose computational model is based on the von Neumann computer architecture.

An *object-oriented language* is one that supports object-oriented programming, a programming style in which a program consists of a collection of objects that interact with one another.

*Scripting languages* are interpreted languages with high-level operators designed for "gluing together" computations.

## 4 Applications of Compiler Technology

### 4.1 implementation of High-Level Programming Languages

A body of compiler optimizations, known as *data-flow optimizations*, has been developed to analyze the flow of data through the program and removes redundancies across these constructs.

Object-oriented programs are different from those written in many other languages, in that they consist of many more, but smaller, procedures (called *methods* in object-oriented terms).

### 4.2 Optimizations for Computer Architectures

Almost all high-performance systems take advantage of the same two basic techniques: *parallelism* and *memory hierarchies*. Parallelism can be found at several levels: at the *instruction level*, where multiple operations are executed simultaneously and at the *processor level*, where different threads of the same application are run on different processors.

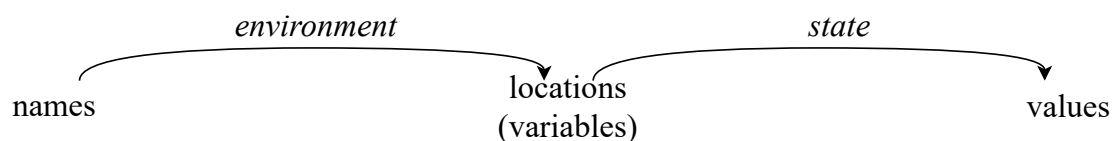
## 5 Programming Language Basics

### 5.1 The Static/Dynamic Distinction

If a language uses a policy that allows the compiler to decide an issue, then we say that the language uses a *static* policy or that the issue can be decided at *compile time*. On the other hand, a policy that only allows a decision to be made when we execute the program is said to be a *dynamic policy* or to require a decision at *run time*.

The *scope* of a declaration of  $x$  is the region of the program in which uses of  $x$  refer to this declaration. A language uses *static scope* or *lexical scope* if it is possible to determine the scope of a declaration by looking only at the program. Otherwise, the language uses *dynamic scope*.

### 5.2 Environments and States



**Figure 1.1:** Two-stage mapping from names to values

The association of names with locations in memory (the *store*) and then with values can be described by two mappings that change as the program runs:

1. The *environment* is a mapping from names to locations in the store.
2. The *state* is a mapping from locations in store to their values.

The environment and state mappings in Fig. 1.1 are dynamic, but there are a few exceptions:

1. *Static versus dynamic binding* of names to locations.
2. *Static versus dynamic binding* of locations to values.

## Names, Identifiers, and Variables

An *identifier* is a string of characters, typically letters or digits, that refers to (identifies) an entity. Composite names are called *qualified* names.

A *variable* refers to a particular location of the store.

### 5.3 Static Scope and Block Structure

The scope rules for C are based on program structure; the scope of a declaration is determined implicitly by where the declaration appears in the program. Later languages also provide explicit control over scopes through the use of keywords like **public**, **private** and **protected**.

A *block* is a grouping of declarations and statements. C uses braces { and } to delimit a block; the alternative use of **begin** and **end** for the same purpose dates back to Algol.

In C, the syntax of blocks is given by

1. One type of statement is a block. Blocks can appear anywhere that other types of statement can appear.
2. A block is a sequence of declarations followed by a sequence of statements, all surrounded by braces.

Note that this syntax allows blocks to be nested inside each other. This nesting property is referred to as *block structure*.

### 5.4 Explicit Access Control

Through the use of keywords like **public**, **private**, and **protected**, object-oriented languages provide explicit control over access to member names in a superclass. These keywords support *encapsulation* by restricting access.

### 5.5 Dynamic Scope

Technically, any scoping policy is dynamic if it is based on factor(s) that can be known only when the program executes. The term *dynamic scope*, however, usually refers to the following policy: a use of a name  $x$  refers to the declaration of  $x$  in the most recently called procedure with such a declaration.

## Declarations and Definitions

In C++, a method is declared in a class definition, by giving the types of the arguments and result of the method (often called the *signature* for the method).

### 5.6 Parameter Passing Mechanisms

*Actual parameters* (the parameters used in the call of a procedure) are associated with the *formal parameters* (those used in the procedure definition).

#### Call-by-Value

In *call-by-value*, the actual parameter is evaluated (if it is an expression) or copied (if it is a variable).

#### Call-by-Reference

In *call-by-reference*, the address of the actual parameter is passed to the callee as the value of the corresponding formal parameter.

## 5.7 Aliasing

It is possible that two formal parameters can refer to the same location; such variables are said to be *aliases* of one another.





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## CHAPTER 2

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# A SIMPLE SYNTAX-DIRECTED TRANSLATOR

### 1 Introduction