Compiler Construction Winter semester 2016/2017

University of Freiburg

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Lecture

- Monday, 2pm 4pm

 Room SR 01-016, Building 101
- Thursday, 2pm 3pm Room SR 01-016, Building 101

Exercise

■ Thursday, 3pm - 4pm
Room SR 01-016, Building 101

Assistant

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Final Grade

- No oral or written exam.
- Final grade is calculated from the exercise program.

Compiler Project

- Compiler from MiniJava to MIPS.
- Six exercise sheets.
- 2-3 weeks per exercise sheet, depending on the difficulty.
- Each sheet focuses on one part of a compiler.
- Java knowledge is required.

Written Homework

- 2-4 pages.
- Possible topics are given by us.



Fill out the form until Thursday, 20.10.2016 12:00 (midnight)

Form https://goo.gl/forms/8Q61RZSQMv51Wi7y2

- name, prename
- email address
- tf username (pool account)

Repository

Link https://proglang.informatik.uni-freiburg.
de/svn/cc + SVNNUMBER

SVNNUMBER $\in \{00...25\}$

WWW Password

Link https://support.informatik.uni-freiburg.
 de/cgi/support/fawmgr.cgi?wpassword:en

Submission

- Submit your solution to the repository.
- Create one folder (e.g. exercise1) for each exercise sheet.
- Submissions consist of an executable Jar file with source code inside and a report.
- Submission instructions are given on each exercise sheet.

Deadline

- Thursday, 12:00 (noon).
- Late submissions will not be accepted.



Submission Guidelines (cont'd)

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Implementation

- Efficient and clear code is required.
- You are strongly encouraged to test your solution with the provided test cases.
- Provide your source code with comments.



Submission Guidelines (cont'd)

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Comments

- Clear and understandable style is required.
- Comments do not explain it the syntax.
- Comments clarify its intension.

Bad style

```
// declare name
// concatenates uid and nr
String name = uid + nr;
```

Submission Guidelines (cont'd)



Report

- Pdf file (e.g. report_exercise1.pdf) with a formal description.
 - Conception
 - Structure
 -
- Limited to one (two) page(s) per exercise.
- Either in German or in English.
- Clear and understandable style is required.

The exercises have to be done by yourself!

- Team work is not allowed.
- You are not allowed to copy source code.

Tools you need to know/learn

- Java > 1.6
- Eclipse ≥ 4.2 (other IDEs: you're on your own)
- SableCC 3.6
- LaTeX (or anything else)
- See exercise page for detailed installation instructions.

Tools you will use without knowing

- Ant
- Checkstyle



The Essence of the Visitor Pattern (Palsberg and Jay, 1998)

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Summing the Elements of a List

```
interface List {}
3 class Nil implements List {}
4 class Cons implements List {
 int head;
6 List tail;
7 }
```

1. Approach: InstanceOf and Type Casts

```
UNI
```

```
1 List 1;
2 int sum = 0;
3 boolean proceed = true;
4 while(proceed){
5   if (l instanceof Nil)
6    proceed = false;
7   else if (l instanceof Cons){
8    sum += ((Cons) l).head;
9   l = ((Cons) l).tail;
10 }
11}
```

- Classes are not touched.
- Frequent type casts and instanceof checks.

2. Approach: Dedicated Methods

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```
interface List {
   public int sum();
3 }
4 class Nil implements List {
   public int sum() { return 0; }
6 }
7 class Cons implements List {
  int head;
 List tail;
public int sum() {
     return head + tail.sum();
12
13 }
```

- No type casts, systematic and object-oriented.
- Need to change classes.

1) Q (4

3. Approach: Visitor Pattern (Gamma et al., Design Patterns, 1995) University of Freiburg



Intension

Represent an operation to be performed on the elements of an object structure. The Visitor pattern lets you define a new operation without changing the classes of the elements on which it operates.

Idea

- Distinguish between object structure and the visitor.
- Insert an accept method in each class of the object structure.
- For each of these classes, a visitor contains a visit method.

Visitor Pattern

```
interface List {
   void accept(Visitor v);
3 }
5 class Nil implements List {
   public void accept(Visitor v) {
     v.visitNil(this);
9 }
10 class Cons implements List {
int head;
12 List tail;
public void accept(Visitor v) {
   v.visitCons(this);
14
   }
15
16 }
```

Visitor Pattern (cont'd)

```
interface Visitor {
 void visitNil(Nil 1);
   void visitCons(Cons 1);
4 }
5 class SumVisitor implements Visitor {
   int sum;
   public void visitNil(Nil 1) {}
  public void visitCons(Cons 1) {
      sum += 1.head;
     1.tail.accept(this);
11
12 }
13 . . .
14 Sum Visitor sv = new Sum Visitor():
15 l.accept(sv);
16 System.out.println(sv.sum);
```

The visitor pattern gives you:

- New functionality without recompiling the object structure!
- Related operations are structured together.
- Visitors can accumulate (and also encapsulate) state.

But:

- All classes must have an accept method.
- Adding new classes to the object structure is nasty.

Be Careful!

The visit methods describe actions and access to subobjects.

What is SableCC?

- Open-source parser generator for Java.
- http://sablecc.org.
- Generates LALR(1) parsers.
- Featuring: lexer, parser, nodes/ast, analysis/visitors

A specification for SableCC

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Grammar

- Package *package-name*;
- Helpers id = regexp;
- Tokens id = regexp;
- Ignored Tokens token1,...,tokenN;
- Productions (simplified)
 id = {altname} elem* ...;
 with elem = [id]: id (+—*—?)

A specification for SableCC (cont'd)



Example

```
1 Package simpleAdder;
3 Tokens
41_par = '(';
5 r_par = ')';
6 plus = '+';
7 number = ['0'..'9'];
9 Productions
10
nexp = {constant} number
12 | {add} addition;
13
14 addition = l_par [left]:exp plus [right]:exp
     r_par;
```

A specification for SableCC (cont'd)



Generated files

```
labstract class Node {}
2 abstract class PExp extends Node{}
3 class AConstantExp extends PExp {
   TNumber getNumber(){...} ...
5 }
6 class AAddExp extends PExp {
   PAddition getAddition() {...} ...
8 }
oclass AAddition extends PAddition {
 TLPar getLPar() {...}
10
PExp getLeft() {...}
12
   . . .
13 }
```

Visitor Pattern in SableCC (cont'd)

JNI

Generated Files

Do not

- Modify any generated files!
- Submit any homework late!
- Copy anyone's homework!
- Panic! Ask for help!

Do

- Comment your submissions!
- Start early on the assignments!
- Consult manuals, tutorials, our forum and the homepage!
- Have fun!



Questions?

