Compiler Project Part I

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1 Input Parsing

To read the input from the JSON files, we resort to the third-party library jsoncpp provided by the teaching assistant. Located in the sub-directory 3rdparty, this library could be included by adding the header file json/json.h. Using classes Json::Value and Json::Reader, the input file is parsed into key-value pairs, while each value could be converted into string form.

The subsequent step would be the lexical analysis for kernel. Through the process, we exploit the class std::stringstream and keep using its member function peek until the end of string. As the lexical rules are rather simple, we do not actually use automata. Instead, the several functions read_*() play the role. After calling this routine, the array tokens is established, each element of which is a Token, with members type and name.

It should be noticed that to handle multiple test cases in a single program, the **stringstream** object should be reinitialized after dealing with each case before starting the next. Otherwise, the results would be incorrect.

2 Syntax Analysis

For the sake of convenience, we perform some slight modifications to the grammar definition. Notice that in the original definition, P could simply be interpreted as a sequence of S strings delimited by semicolons, while a single S is divided into left-hand and right-hand expressions by an equal sign which appears nowhere else. To avoid cumbersome syntax entries while preserving the priority, we classify the binary arithmetic operators into two categories: the low-priority ones (which include + and -) and high-priority ones (which include *, /, and %)s. An extra non-terminal E is created for the sub-expressions connected by high-priority operators only. For each test case, a constant number could have only one type and should be treated as terminal. Therefore, we obey the following derivation rules, where each non-terminal is abbreviated into a single letter, + denotes all low-priority binary operators, and \times denotes all high-priority binary operators:

$$\begin{split} S_R' &\to R \\ S_L' &\to T \\ R &\to R + R \mid E \\ E &\to E \times E \mid (R) \mid T \mid S \mid \text{const} \\ T &\to \operatorname{id}\langle C \rangle [A] \\ S &\to \operatorname{id}\langle C \rangle \\ C &\to C, \operatorname{int} \mid \operatorname{int} \\ A &\to A, I \mid I \\ I &\to \operatorname{id} \mid I + I \mid I + \operatorname{int} \mid I \times \operatorname{int} \mid (I) \end{split}$$

To perform syntax analysis, we decided to follow the SLR scheme, although the grammar above is not exactly an SLR one. Here, we design the automaton and its transition table:

State	Derivation Rules	Transition Edges
0	$S_R' o \cdot R$	$R \to 1; E \to 2$
	$R \rightarrow R + R \mid E$	$(\rightarrow 3; T \rightarrow 4; S \rightarrow 5)$
	$E \rightarrow E \times E \mid \cdot(R) \mid \cdot T \mid \cdot S \mid \cdot \text{const}$	$const \rightarrow 6; id \rightarrow 7$
	$T \to \operatorname{id}\langle C \rangle[A]$, , , , , , , , , , , , , , , , , , , ,
	$S o \operatorname{id}\langle C \rangle$	
1	$S_R' o R$	$+ \rightarrow 8$
1	$R \to R \cdot +R$	
2	$R \to E$ ·	$\times \to 9$
	$E \to E \cdot \times E$	
3	$E \to (\cdot R)$	$R \to 10; E \to 2$
	$R \to R + R \mid E$	$(\rightarrow 3; T \rightarrow 4; S \rightarrow 5)$
	$E \to \cdot E \times E \mid \cdot (R) \mid \cdot T \mid \cdot S \mid \cdot \text{const}$	$const \to 6; id \to 7$
	$T \to \operatorname{id}\langle C \rangle[A]$	
	$S \to \operatorname{id}\langle C \rangle$	
4	$E \to T$ ·	
5	$E \to S$.	
6	$E \to \text{const}$	
7	$T \to \mathrm{id} \cdot \langle C \rangle [A]$	$\langle \rightarrow 11$
	$S o \mathrm{id} \cdot \langle C \rangle$	D . 10 E . 2
	$R \to R + \cdot R$	$R \rightarrow 12; E \rightarrow 2$
0	$R \rightarrow R + R \mid E \mid R \mid$	$(\rightarrow 3; T \rightarrow 4; S \rightarrow 5)$
8	$E \to \cdot E \times E \mid \cdot (R) \mid \cdot T \mid \cdot S \mid \cdot \text{const}$	$const \to 6; id \to 7$
	$T \to \operatorname{id}\langle C \rangle[A]$	
	$S \to id\langle C \rangle$ $E \to E \times E$	E 12. () 2
	$ \begin{array}{c} E \to E \times \cdot E \\ E \to \cdot E \times E \mid \cdot (R) \mid \cdot T \mid \cdot S \mid \cdot \text{const} \end{array} $	$ E \to 13; (\to 3) $ $ T \to 4; S \to 5 $
9	$T \to \operatorname{id}\langle C \rangle [A]$	$\begin{array}{c} 1 \rightarrow 4, 5 \rightarrow 5 \\ \text{const} \rightarrow 6; \text{id} \rightarrow 7 \end{array}$
	$S o \operatorname{id}\langle C angle$	const \(\to \), id \(\to \)
	$E \to (R \cdot)$	$\rightarrow 14$
10	$R \to R \cdot + R$	$+ \rightarrow 8$
	$T \to \mathrm{id}\langle \cdot C \rangle[A]$	$C \rightarrow 15$
11	$S o \mathrm{id}\langle \cdot C \rangle$	$int \rightarrow 16$
	$C \to \cdot C, \text{int} \mid \cdot \text{int}$	
12*	$R \rightarrow R + R$	$+ \rightarrow 8$
	$R \to R \cdot + R$	
13*	$E \to E \times E$.	$\times \to 9$
	$E \to E \cdot \times E$	
14	$E \to (R)$.	
15	$T \to \mathrm{id}\langle C \cdot \rangle[A]$	$\rangle \rightarrow 17$
	$S o \operatorname{id} \langle C \cdot angle$	$, \rightarrow 18$
	$C \to C$, int	
16	$C o ext{int} \cdot$	
17	$T \to \mathrm{id}\langle C \rangle \cdot [A]$	$[\rightarrow 19$
	$S \to \mathrm{id}\langle C \rangle$.	
18	$C \to C$, int	$int \rightarrow 20$
19	$T \to \mathrm{id}\langle C \rangle[\cdot A]$	$A \rightarrow 21$
	$A \rightarrow A, I \mid I$	$I \rightarrow 22$
	$I \to \operatorname{id} \cdot I + I \cdot I + \operatorname{int} \cdot I \times \operatorname{int} \cdot (I)$	$id \rightarrow 23; (\rightarrow 24)$
20	$C \to C$, int·	

21	$T \to \mathrm{id}\langle C \rangle [A \cdot]$	$\rightarrow 25$
	$A \rightarrow A \cdot , I$	$\rightarrow 26$
22	A o I·	$+ \rightarrow 27; \times \rightarrow 28$
	$I \to I \cdot + I \mid I \cdot + \text{int} \mid I \cdot \times \text{int}$	
23	$I o \mathrm{id} \cdot$	
24	$I o (\cdot I)$	$I \rightarrow 29$
	$I \to \operatorname{id} \cdot I + I \cdot I + \operatorname{int} \cdot I \times \operatorname{int} \cdot (I)$	$id \rightarrow 23; (\rightarrow 24)$
25	$T \to \mathrm{id}\langle C \rangle[A]$.	
26	$A \to A, \cdot I$	$I \rightarrow 30$
	$I \to \operatorname{id} \cdot I + I \cdot I + \operatorname{int} \cdot I \times \operatorname{int} \cdot (I)$	$id \rightarrow 23; (\rightarrow 24)$
27	$I \to I + \cdot I \mid I + \cdot \text{int}$	$I \rightarrow 32; \text{int} \rightarrow 31$
	$I \to \operatorname{id} I + I I + \operatorname{int} I \times int$	$id \rightarrow 23; (\rightarrow 24)$
28	$I \to I \times I$	$I \rightarrow 33$
	$I \to \operatorname{id} \cdot I + I \cdot I + \operatorname{int} \cdot I \times \operatorname{int} \cdot (I)$	$id \rightarrow 23; (\rightarrow 24)$
29	$I o (I \cdot)$	$) \rightarrow 34$
	$\begin{array}{c} I \to I \cdot + I \mid I \cdot + \mathrm{int} \mid I \cdot \times \mathrm{int} \\ A \to A, I \cdot \end{array}$	$+ \rightarrow 27; \times \rightarrow 28$
30	· ·	$+ \rightarrow 27; \times \rightarrow 28$
21	$I \to I \cdot + I \mid I \cdot + \text{int} \mid I \cdot \times \text{int}$ $I \to I + \text{int}.$	
31		1 27 2 20
32*	$I \rightarrow I + I \cdot$	$+ \rightarrow 27; \times \rightarrow 28$
	$I \to I \cdot + I \mid I \cdot + \text{int} \mid I \cdot \times \text{int}$ $I \to I \times I \cdot$	$+ \rightarrow 27; \times \rightarrow 28$
33*		$+ \rightarrow 21; \times \rightarrow 20$
34	$ \begin{array}{ c c c c c }\hline I \to I \cdot + I \mid I \cdot + \text{int} \mid I \cdot \times \text{int} \\\hline I \to (I) \cdot \end{array} $	
94	$S'_L \to T$	$T \rightarrow 36$
35	$T \to \operatorname{id}\langle C \rangle[A]$	$id \rightarrow 37$
36	$S'_L \to T.$	14 / 01
37	$T \to \mathrm{id} \cdot \langle C \rangle [A]$	$\langle \rightarrow 38$
38	$T \to \mathrm{id}\langle \cdot C \rangle [A]$	$C \rightarrow 39$
	$C \to C, \text{int} \mid \text{-int}$	$int \rightarrow 16$
39	$T \to \mathrm{id}\langle C \cdot \rangle[A]$	$\rightarrow 40$
	C o C, int	$(, \rightarrow 18)$
40	$T \to \mathrm{id}\langle C \rangle \cdot [A]$	$[\rightarrow 19$

The analysis of right-hand expressions start from 0 and accept at 1, while that of right-hand expressions start from 35 and accept at 36. The states marked with an asterisk (*) might trigger shift-reduce conflict when encountering binary operators; however, in such case we would always choose to reduce by the rule where the \cdot mark is at the end. For R and E, this guarantees that binary operators with the same priority are always calculated from left to right; in terms of I, since the calculation of I does not actually matter (in subsequent steps we merely need to print I in the way it looks like), even the priority is ignored.

In our source code, the basis class Node and the derived classes Terminal, nTerminal are used to store the grammar tree, while the function Analyze, the global variable current are responsible for syntax analysis. After the routine, the vector Kernel stores the root of the left-hand and right-hand side of each expression.

3 Code Generation

In this part we traverse the syntax tree generated by previous steps to generate the target C++ source code.

Summation Convention The Einstein's summation convention appears in a few cases. For example, the first sentence of the fifth case actually does the operation $A \leftarrow A + \alpha \times (B \times C)$. The summation convention appears for each "Indivisible" sub-expression where an index variable appears on the right side but not on the left side.

This is exactly where the non-terminal E shows its advantage. We first represent the right-hand expression by a sequence of E's connected by low-priority operators; for each "indivisible" expression E, if it is subject to the summation convention, a temporary variable is created which equals the shape of the left-side tensor; and then loops over all index variables perform the summation.

Determining Loop Ranges The ranges of for loops are determined by the tensor shape directly, since each loop variable in each case appear "alone" (not together with operators) at least once. When different indicators of the same variable's range occur (for example when $A\langle 8 \rangle[i]$ and $B\langle 10 \rangle[i]$ appear in the same expression), we choose the minimum of all.

Even if the range of each loop variable is determined, the array boundaries should be considered. Hence we perform a range check using if expression for each index expression consisting of not only loop variables but also arithmetic operators.

Type checking and casting is unnecessary, since the only thing we need to do with the expression is to print what it originally looks like.

Classes and Functions For code generation, we defined classes TSRef, Sent and Func. The class Func, representing the whole function, obtains some meta-information of the function from the JSON value, and contains an array of sentences vector<Sent> initialized by Kernel. The class Sent, representing one of the sentences, contains an array of tensor or scalar references vector<TSRef> initialized by one element of Kernel.

After initialization, each Sent and Func class synthesizes its index information. A Sent constructs the sentence by calling build_Sent(), while a Func generates the function signature by calling build_sig() and combines the sentences into a function by calling build_Sent() of each sentence.

Several auxiliary functions get*() and print*() are the assistance for debugging. In the main function, the function body is constructed by Func body(Kernel,obj); the target code string is generated by the function body.getAnswer(), stored in its return value.