# Compilation

TEACHING ASSISTANT: DAVID TRABISH

#### Administration

- Final grade:
  - Exam: 60%
  - Project: 40%
- For technical questions, please use the course forum
  - Moodle
- Reception hour:
  - Thursday 19:00-20:00
  - Coordinate by email (davidtr1037@gmail.com)

#### Course Project

- Build a compiler for an OOP Programming Language
  - Simplified version of known programming languages
- Consists of 4 exercises
  - Exercise 1: 20 points
  - Exercise 2: 30 points
  - Exercise 3: 50 points
  - Exercise 4: 30 points (bonus)
- Implement in Java
- Work in groups of 3 students
- Constitutes 40% of the final grade

#### Submission Guidelines

- Submission with github
  - Each group should create a private repository
- Recommended development environment:
  - Ubuntu
  - Windows users can install a VM

#### Schedule

Week#	Subject	Project				
1	Lexical Analysis					
2	Lexical Analysis	Exercise 1 (3 weeks)				
3	Syntactic Analysis					
4	No new material					
5	Syntactic Analysis	Exercise 2 (2 weeks)				
6	Semantic Analysis					
7	IR	Exercise 3 (3 weeks)				
8	AST Annotations					
9	Code Generation	Exercise 4 (3 weeks)				
10	Code Generation					
11	Exam Questions					

#### Books

- Modern Compiler Implementation in C
  - Andrew W Appel
- Compilers: Principles, Techniques, and Tools
  - Aho et al.
- Modern Compiler Design
  - Grune et al.

#### What is compilation?

Translation of code (text) to executable code (machine code)

#### source code

#### machine code

```
push
                                             %rbp
                                             %rsp,%rbp
                                      mov
                                             %edi,-0x4(%rbp)
                                      mov
int foo(int x, int y) {
                                             %esi,-0x8(%rbp)
                                     mov
    return x + y;
                                             -0x4(%rbp),%edx
                                      mov
                                             -0x8(%rbp),%eax
                                      mov
                                             %edx,%eax
                                      add
                                             %rbp
                                      pop
                                      retq
```

#### Common compilers

- GCC, LLVM
  - https://gcc.gnu.org/
  - https://llvm.org/
- Useful as an implementation reference

#### Compilation Steps: Frontend

- Lexical analysis
  - Check the validity of tokens
- Syntax analysis
  - Check the syntactic structure
- Semantic analysis
  - Make sure it makes sense

These steps don't depend on the compilation target!

#### Compilation Steps: Backend

- Intermediate Code Generation
  - Can't be executed yet...
- Machine code generation
  - Executed on a real hardware

# Lexical Analysis

#### Lexical Analysis

- Input: code text
- Check if the input consists of valid tokens

#### High-level algorithm:

- 1. Set the current position to the beginning of the input
- 2. Scan
  - If reached end of input, done
  - Else, try to match with one of the defined tokens
    - If there is no match, fail
    - Otherwise
      - increment the current position
      - repeat step 2

#### Valid Tokens in C

Token	Examples
Constants	12, 0x1234, 1.7, 2e+8
Identifiers	var, tmp1
Reserved Keywords	if, else, while, int, char
Parentheses	(,),{,}
Binary Operators	+,-,*,/
Unary Operators	-,*
Comments	/* */, //

```
void f() {
    x = 1;
}
```

```
void f() {
    x = 1;
}
```



```
void f() {
    x = 1;
}
```



#### tokens

	void	WS	f	(	)	WS	{	WS	Х	WS	=	WS	1	;	WS	}
- 1																

```
void f() {
    1 = x;
}
```

```
void f() {
    1 = x;
}
```



```
void f() {
    x 1;
}
```

```
void f() {
    x 1;
}
```

Valid

```
void f() {
    x = 1
}
```

```
void f() {
    x = 1
}
```



```
void f() {
```

```
void f() {
```



```
void f() {
    a = 0x100;
}
```

```
void f() {
    a = 0x100;
}
```



```
void f() {
    a = 0u;
}
```

```
void f() {
    a = 0u;
}
```



```
void f() {
    a = 0y;
}
```

```
void f() {
    a = 0y;
}
```





```
void f() {
    int @gmail = 0;
}
```

```
void f() {
   int @gmail = 0;
}
```

# Invalid

```
void f() {
    127.0;
}
```

```
void f() {
    127.0;
}
```



```
void f() {
    127.0.0.1;
}
```

```
void f() {
    127.0.0.1;
}
```

# Invalid

```
void f() {
    127.00.00.1;
}
```

```
void f() {
    127.00.00.1;
}
```

# Invalid

```
void f() {
    0xcafecafe;
}
```

```
void f() {
    0xcafecafe;
}
```



```
void f() {
   int x = 0x000000000000000;
}
```

```
void f() {
   int x = 0x000000000000000;
}
```



```
void f() {
    void g() {};
}
```

```
void f() {
    void g() {};
}
```



```
void f() {
   /* @@@ */
}
```

```
void f() {
   /* @@@ */
}
```



```
void f() {
   /* @@@
}
```

```
void f() {
   /* @@@
}
```

# Invalid

```
void f() {
    // bla
}
```

```
void f() {
    // bla
}
```



```
void f() {
    / bla
}
```

```
void f() {
    / bla
}
```



```
void f() {
    "1234";
}
```

```
void f() {
    "1234";
}
```



```
void f() {
    "1234;
}
```

```
void f() {
    "1234;
}
```

# Invalid

### Detecting Numerical Constants

- We want an **efficient** algorithm for detecting numerical constants
- Can you use a dictionary?
  - Probably not...
  - Too many values to store

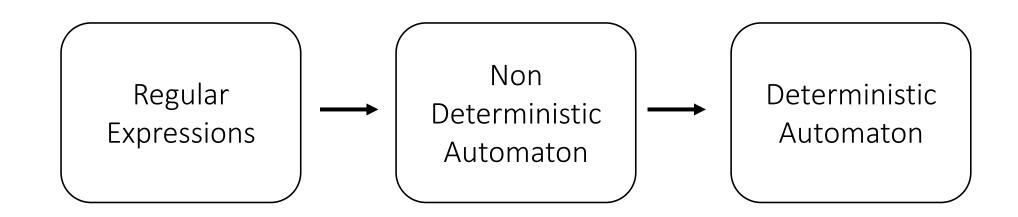
### Using Regular Expressions

- We can use regular expressions for that
- Identifiers:
  - [a-zA-Z][a-zA-Z0-9]\*
- Hex-decimal constants:
  - [0][xX][0-9a-fA-F]+
- Floats
  - ....5

Every token can be represented using a regular expressions.

### Using Regular Expressions

- But what is the actual algorithm?
- The plan is:



### Regular Expressions: Reminder

Given an alphabet  $\Sigma$ , the regular expression R represents the language L(R) as follows:

- Atomic expressions:
  - $L(a) = \{a\}$
  - $L(\epsilon) = \{\epsilon\}$
- Concatenation:
  - $L(R_1R_2) = \{w_1w_2 \mid w_1 \in L(R_1), w_2 \in L(R_2)\}$
- Union:
  - $L(R_1|R_2) = L(R_1) \cup L(R_2)$
- Kleene Star:
  - $L(R^*) = {\epsilon} \cup L(R) \cup L(RR) \cup ...$

#### DFA: Reminder

A deterministic finite automaton M is a tuple:  $(Q, \Sigma, \delta, q_0, F)$ 

- Q is a finite set of states
- $\Sigma$  is a finite set of input symbols
- $\delta$  is the transition function:  $\delta: Q \times \Sigma \to Q$
- $q_0$  is the initial states
- *F* is a set of accepting states

A string  $a_1a_2$  ... is **accepted** by M if there is a state sequence  $s_0s_1$  ...:

- $s_0 = q_0$
- $\delta(s_i, a_{i+1}) = s_{i+1} \ (i = 0, 1, ..., n-1)$
- $s_n \in F$

#### NFA: Reminder

A non-deterministic finite automaton M is a tuple:  $(Q, \Sigma, \delta, q_0, F)$ 

- Q is a finite set of states
- $\Sigma$  is a finite set of input symbols
- $\delta$  is the transition function:  $\delta: Q \times \Sigma \to P(Q)$
- $q_0$  is the initial states
- *F* is a set of accepting states

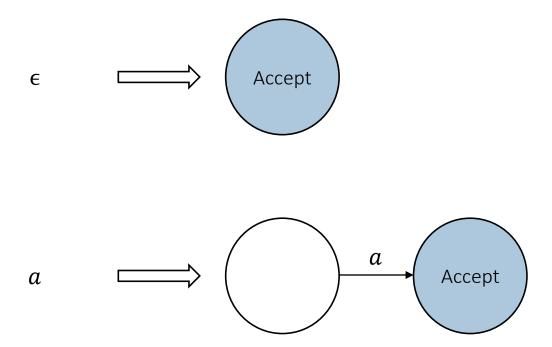
A string  $a_1a_2$  ... is **accepted** by M if there is a state sequence  $s_0s_1$  ...:

- $s_0 = q_0$
- $s_{i+1} \in \delta(s_i, a_{i+1}) \ (i = 0, 1, ..., n-1)$
- $s_n \in F$

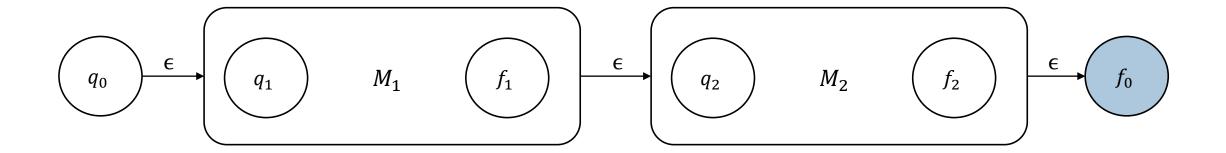
#### RE to DFA

- For every regular expression, there is a deterministic finite automaton than accepts it's language
  - Proof by construction
- Once we have the DFA, we can implement using a transition table
  - As done in *Flex*

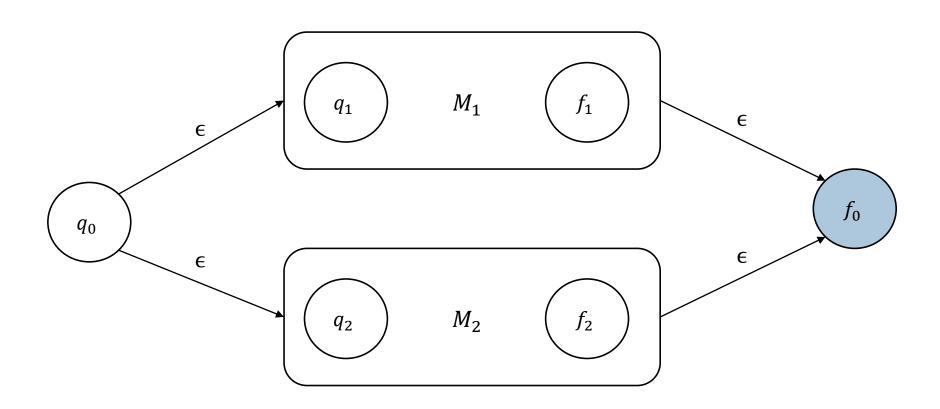
### RE to NFA: Atomic Expressions



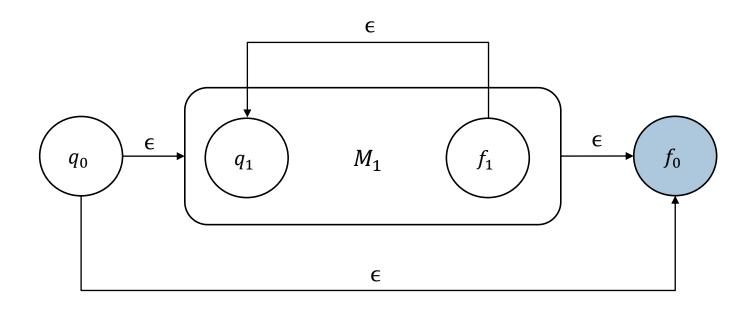
#### RE to NFA: Concatenation



#### RE to NFA: Union



#### RE to NFA: Kleene Star



## RE to NFA: Example

• NFA for a | b



# RE to NFA: Another Example

• NFA for  $01^* \mid 1$ 



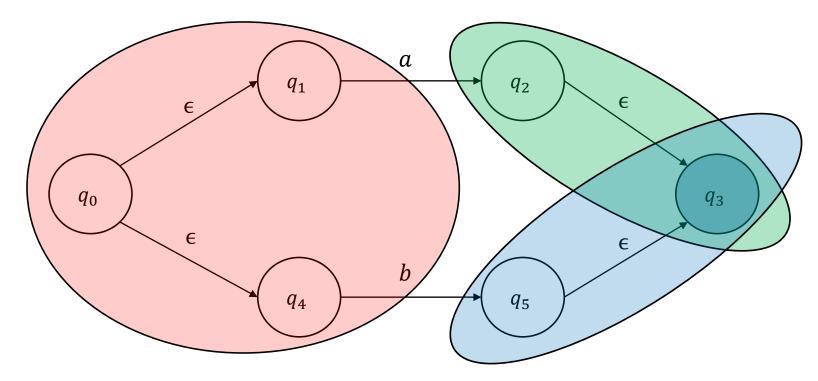
### NFA to DFA: Example

- At the beginning, we may be at:  $q_0, q_1, q_4$
- If next token is a then we may be at:  $q_2$ ,  $q_3$
- If next token is b then we may be at:  $q_5$ ,  $q_3$



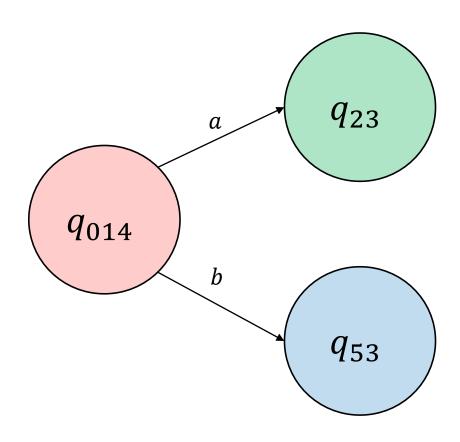
## NFA to DFA: Example

- At the beginning, we may be at:  $q_0, q_1, q_4$
- If next token is a then we may be at:  $q_2$ ,  $q_3$
- If next token is b then we may be at:  $q_5$ ,  $q_3$



## NFA to DFA: Example

• So we can transform to the following DFA:



#### NFA to DFA: Formal Details

- Let  $(Q, \Sigma, \delta, q_0, F)$  be a non-deterministic finite automaton
- The set of states is the P(Q)
- The initial state is the  $\epsilon$ -closure of  $q_0$
- For every state in the set (now, a state is a *set of states*):
  - Compute the union over the  $\epsilon$ -closure of the successor states
- A state is accepting if it contains a state from F













## Building a Lexical Analyzer

- Construct a regular expressions for token types:
  - Identifiers, numbers, reserved keywords
- If we have a collision (two or more matching tokens):
  - Token with longest match wins
  - Order of definition

## Regular Expressions Definitions for C

- Here we can see the regular expression definitions:
  - http://www.lysator.liu.se/c/ANSI-C-grammar-l.html
  - Quite simple and modular...

### **JFlex**

- Java Fast Lexical Analyzer
  - Inspired by the original flex project (written in C)
- Accepts an input file with tokens definitions
- Generates Java code with a scanning API
- This scanning API reads the input and returns:
  - The type of the read token
  - Or an error...

## **JFlex**

LEX definitions

(Input.lex)



Auto generated code

(Output.java)

```
user code 

| %{
| // java code here | ... | %}
                         <VAR> = <REGEX> ...
declarations {
                           <STATE> {
          rules { | {REGEX} { | // java code here | } | ...
```

```
user code 

| %{
| // java code here | ... | %}
                         <VAR> = <REGEX>
declarations
```

- Regular Java code
- Pasted to the generated file

```
<VAR> = <REGEX>
declarations -
```

- Regular Java code
- Pasted to the generated file

- Macro definitions
- Define a regex for each token

```
declarations
                      <STATE> {
                      {REGEX} {
                     // java code here
         rules
```

- Regular Java code
- Pasted to the generated file

- Macro definitions
- Define a regex for each token
- If the following holds:
  - Current lexical state is <STATE>
  - <REGEX> is matched
- Then execute the action code

# Example 1

- We want 2 kind of tokens:
  - a
  - *b*\*
  - Everything else is rejected...

User code:

```
%{
private Symbol symbol(int type) {
    return new Symbol(type, yyline, yycolumn);
}
public int getLine() { return yyline + 1; }
public int getTokenStartPosition() { return yycolumn + 1; }
%}
```

**Declarations** 

$$A = a$$
  
 $B_STAR = b^*$ 

Rules:

```
<YYINITIAL> {
{A} { return symbol(TokenNames.A); }
{B_STAR} { return symbol(TokenNames.B_STAR); }
<<EOF>> { return symbol(TokenNames.EOF);}
}
```

```
%{
private Symbol symbol(int type) { return new Symbol(type, yyline, yycolumn); }
public int getLine() { return yyline + 1; }
public int getTokenStartPosition() { return yycolumn + 1; }
%}
A = a
B STAR = b^*
%% // separator...
<YYINITIAL> {
{A} { return symbol(TokenNames.A); }
{B_STAR} { return symbol(TokenNames.B_STAR); }
<<EOF>> { return symbol(TokenNames.EOF);}
```

## Example 1: Tokens Definitions

```
public interface TokenNames {
    /* terminals */
    public static final int EOF = 0;
    public static final int A = 1;
    public static final int B_STAR = 2;
}
```

## Example 1: Main

```
Lexer I = new Lexer(fileReader); // auto-generated lexer
Symbol s = l.next token();
while (s.sym != TokenNames.EOF) {
      System.out.print("[");
      System.out.print(l.getLine() + ", " + l.getTokenStartPosition);
      System.out.print("]:");
      System.out.print(s.sym + "\n");
      s = l.next token();
```

What will be the output for the following input?

• ababbbb

What will be the output for the following input?

ababbbb

```
[1,1]:1
[1,2]:2
[1,3]:1
[1,4]:2
```

Format: [line,column]:<token\_type>

What will be the output for the following input?

• ab abbbb

What will be the output for the following input?

• ab abbbb

```
[1,1]:1
[1,2]:2
Exception in ...
```

# Example 1: The EOF Token

• Why do we need the EOF token?

# Example 2: Counting Words

- How can we use JFlex to count words for a given input file?
  - Assume only letters

```
%{
private Symbol symbol(int type) { return new Symbol(type, yyline, yycolumn); }
public int getLine() { return yyline + 1; }
public int getTokenStartPosition() { return yycolumn + 1; }
public int words_count = 0;
%}
WORD = [a-zA-Z]+
ANY = [^a-zA-Z]+
%% // separator...
<YYINITIAL> {
{WORD} { words_count++; }
{ANY} { }
<<EOF>> { return symbol(TokenNames.EOF); }
```

### Example 2: Tokens Definitions

```
public interface TokenNames {
     /* terminals */
     public static final int EOF = 0;
}
```

# Example 2: Counting Words

Other definitions instead of ANY?

# Example 2: Counting Words

Other definitions instead of ANY?

• \n|.

## Example 3: Calculator

- How can we use JFlex to detect calculator tokens?
  - Numbers, parentheses, operators, ...
  - 1+1, (9), 1+(0000, ...

Declarations:

```
PLUS = "+"

L_PAREN = "("

R_PAREN = ")"

NUMBER = [0-9]+
```

### Example 3: LEX Definitions

Rules:

```
<YYINITIAL> {
{PLUS} { return symbol(TokenNames.PLUS); }
{L PAREN} { return symbol(TokenNames.L PAREN); }
{R PAREN} { return symbol(TokenNames.R PAREN); }
{NUMBER} {
      return symbol(TokenNames.NUMBER, new Integer(yytext()));
<<EOF>> { return symbol(TokenNames.EOF); }
```

### Example 3: Tokens Definitions

```
public interface TokenNames {
    /* terminals */
    public static final int EOF = 0;
    public static final int PLUS = 1;
    public static final int L_PAREN = 2;
    public static final int R_PAREN = 3;
    public static final int NUMBER = 4;
}
```

# Example 3: Output

What will be the output for:

• 1(+2345

[1,1]:4 1

[1,2]:2 null

[1,3]:1 null

[1,4]:4 2345

```
%{
private Symbol symbol(int type) { return new Symbol(type, yyline, yycolumn); }
public int getLine() { return yyline + 1; }
public int getTokenStartPosition() { return yycolumn + 1; }
%}
T1 = a
T2 = ab*
%% // separator...
<YYINITIAL> {
{T1} { return symbol(TokenNames.T1); }
{T2} { return symbol(TokenNames.T2); }
<<EOF>> { return symbol(TokenNames.EOF); }
```

What will be the output for:

What will be the output for:

```
[1,1]:1
[1,2]:2
[1,7]:1
```

If the order is swapped?

```
T1 = a
T2 = ab*

<YYINITIAL> {
    {T2} { return symbol(TokenNames.T2); }
    {T1} { return symbol(TokenNames.T1); }

<<EOF>> { return symbol(TokenNames.EOF); }
}
```

If the order is swapped?

```
[1,1]:2
[1,2]:2
[1,7]:2
```

- Consider the following flex-like definition:
  - a\*b { print "1" }
  - ca { print "2" }
  - a\*ca\* { print "3" }
- What will the lexer print for the input:
  - abcaacacaaabbaaabcaaca

• Consider the following flex-like definition:

```
a*b { print "1" }
ca { print "2" }
a*ca* { print "3" }
```

### abcaacacaaabbaaabcaaca

• Consider the following flex-like definition:

```
a*b { print "1" }
ca { print "2" }
a*ca* { print "3" }
```

# ab | caacacaaabbaaabcaaca

• Consider the following flex-like definition:

```
a*b { print "1" }
ca { print "2" }
a*ca* { print "3" }
```

# ab | caa | cacaaabbaaabcaaca

- Consider the following flex-like definition:
  - a\*b { print "1" }
  - ca { print "2" }
  - a\*ca\* { print "3" }

# ab | caa | ca | caaabbaaabcaaca

• Consider the following flex-like definition:

```
a*b { print "1" }
ca { print "2" }
a*ca* { print "3" }
```

# ab | caa | ca | caaa | bbaaabcaaca

- Consider the following flex-like definition:
  - a\*b { print "1" }
  - ca { print "2" }
  - a\*ca\* { print "3" }

# ab | caa | ca | caaa | b | baaabcaaca

- Consider the following flex-like definition:
  - a\*b { print "1" }
  - ca { print "2" }
  - a\*ca\* { print "3" }

# ab | caa | ca | caaa | b | b | aaabcaaca

Consider the following flex-like definition:

```
a*b { print "1" }
ca { print "2" }
a*ca* { print "3" }
```

# ab | caa | ca | caaa | b | b | aaab | caaca

Consider the following flex-like definition:

```
a*b { print "1" }
ca { print "2" }
a*ca* { print "3" }
```

# ab | caa | ca | caaa | b | b | aaab | caa | ca

- Consider the following flex-like definition:
  - a\*b { print "1" }
  - ca { print "2" }
  - a\*ca\* { print "3" }

# ab | caa | ca | caaa | b | b | aaab | caa | ca

#### Answer:

• 132311132

```
void f(int a) {
   int i = 8;
   int j = 3;
   i--+--j;
}
```

```
void f(int a) {
   int i = 8;
   int j = 3;
   i--+--j;
}
```

i	 +		j
	l	l	

```
void f(int a) {
   int i = 8;
   int j = 3;
   i--+--j;
}
```

# Valid

i	 +	 j
	l	

```
void f(int a) {
   int i = 8;
   int j = 3;
   i----j;
}
```

```
void f(int a) {
   int i = 8;
   int j = 3;
   i----j;
}
```

i	 	_	j
	l	l	

```
void f(int a) {
   int i = 8;
   int j = 3;
   i----j;
}
```

i	 	_	j
	1	l	

```
void f(int a) {
   int i = 8;
   int j = 3;
   i----j;
}
```

Invalid

(i--)--

i	 	_	j
	l	l	

```
void f(int a) {
   int i = 8;
   int j = 3;
   (i--)-(--j);
}
```

```
void f(int a) {
   int i = 8;
   int j = 3;
   (i--)-(--j);
}
```

(	i	 )	_	(	 j	)

```
void f(int a) {
   int i = 8;
   int j = 3;
   (i--)-(--j);
}
```

# Valid

(	i	 )	_	(	 j	)

```
void f(int a) {
   int i = 8;
   int j = 3;
   i---(--j);
}
```

```
void f(int a) {
   int i = 8;
   int j = 3;
   i---(--j);
}
```

i	 _	(	 j	)

```
void f(int a) {
   int i = 8;
   int j = 3;
   i---(--j);
}
```

# Valid

i	 _	(	 j	)