IN4: Stages of a Compiler

CMPT 379 Compilers

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http://anoopsarkar.github.io/compilers-class/

- Programming languages have a lot in common
- Do not write a compiler for each language
- Create a general mathematical model for all languages: implement this model

- Each language compiler is built using this general model (so-called compiler compilers)
 - yacc = yet another compiler compiler
- Code optimization ideas can also be shared across languages

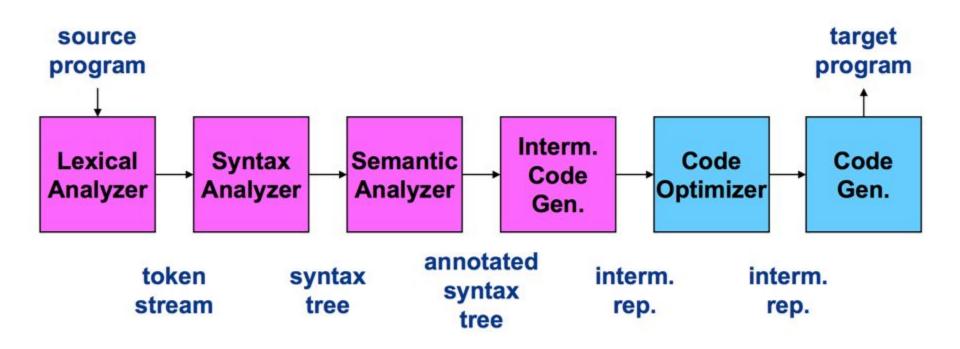
- The cost of compiling and executing should be managed
- No program that violates the definition of the language should escape
- No program that is valid should be rejected

- Requirements for building a compiler:
 - Symbol-table management
 - Error detection and reporting
- Stages of a compiler:
 - Analysis (front-end)
 - Synthesis (back-end)

Stages of a Compiler

- Analysis (Front-end)
 - Lexical analysis
 - Syntax analysis (parsing)
 - Semantic analysis (type-checking)
- Synthesis (Back-end)
 - Intermediate code generation
 - Code optimization
 - Code generation

Stages of a Compiler



Symbol Table

Compiler Front-end

Lexical Analysis

- Also called scanning, take input program string and convert into tokens
- Example:

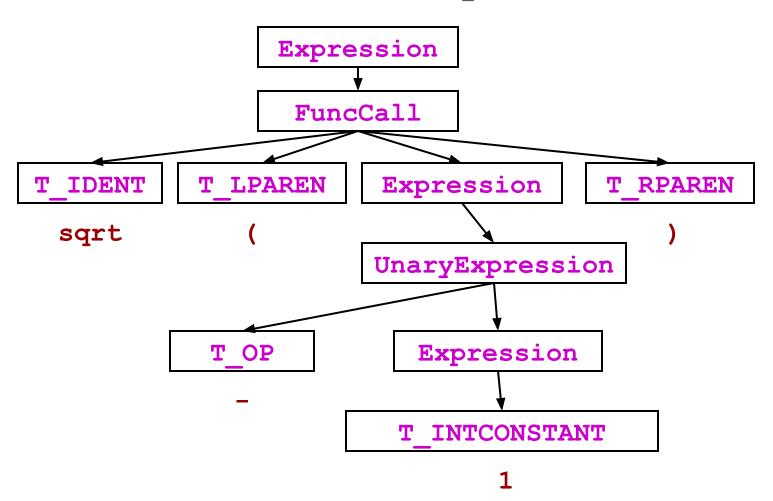
```
double f = sqrt(-1);
```

```
T_DOUBLE ("double")
T_IDENT ("f")
T_OP ("=")
T_IDENT ("sqrt")
T_LPAREN ("(")
T_OP ("-")
T_INTCONSTANT ("1")
T_RPAREN (")")
T_SEP (";")
```

Syntax Analysis

- Also called parsing
- Describe the set of strings that are programs using a grammar
- Structural validation
- Create a parse tree or derivation

Parse tree for sqrt(-1)



Abstract Syntax Tree

```
sqrt(-1) :=
  MethodCall (
     sqrt,
     UnaryExpr( UnaryMinus,
                 Number(1)
```

Semantic analysis

- "does it make sense"? Checking semantic rules,
 - Is there a main function?
 - Is variable declared?
 - Are operand types compatible? (coercion)
 - Do function arguments match function declarations?
- Type checking
- Static vs. run-time semantic checks
 - Array bounds, return values do not match definition

Compiler Back-end

Source -> abstract syntax tree

```
extern void print_int(int);

class C {
  bool foo() { return(true); }
  int main() {
   if (foo()) {
     print_int(1); }
  }
}
```

Source -> abstract syntax tree

```
Program (
   ExternFunction(print int, VoidType, VarDef(IntType)),
   Class (C,
           None,
          Method (foo,
                  BoolType,
                  None,
                  MethodBlock ( None,
                                ReturnStmt (BoolExpr(True))),
   Method(
              main,
              IntType,
              None,
              MethodBlock(
                             None,
                             IfStmt (MethodCall (foo, None),
                                     Block (None,
                                           MethodCall
                                        (print int, Number(1))),
                             None)))))
```

Intermediate representation

```
; ModuleID = 'C'
                     define i32 @main() {
                     entry:
declare void
                       br label %ifstart
@print int(i32)
                     ifstart:
                     %calltmp = call i1 @foo()
define i1 @foo() {
                       br i1 %calltmp, label %iftrue, label %end
                     iftrue:
entry:
  ret il true
                     call void @print int(i32 1)
                       br label %end
                     end:
                       ret i32 0
```

Translation from IR to machine specific assembly

Intermediate representation

```
declare void @print int(i32)
                                  define i1 @foo() {
define i32 @main() {
                                  entry:
entry:
                                    ret il true
 br label %ifstart
ifstart:
%calltmp = call i1 @foo()
 br i1 %calltmp, label %iftrue, label %end
iftrue:
                                           end:
                                             ret i32 0
call void @print int(i32 1)
 br label %end
```

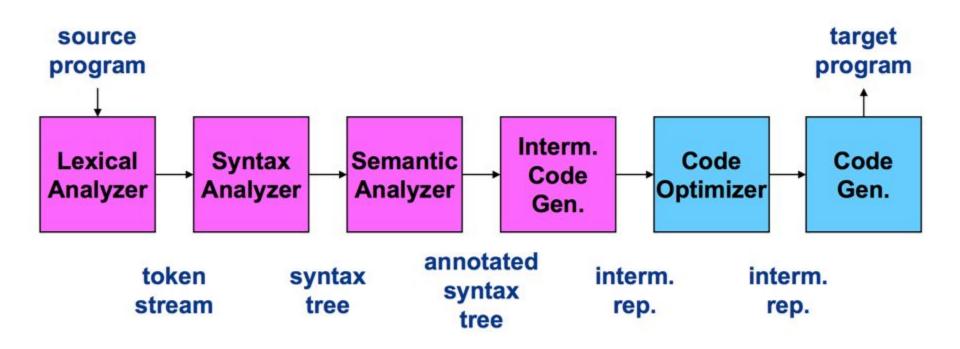
Assembly language output from IR

x86 assembly

```
.section __TEXT,__text,
regular,pure_instructions
    .globl _foo
    .align 4, 0x90
@foo
    .cfi_startproc
%entry
    moval, 1
    ret
    .cfi_endproc
    .globl main
    .align 4, 0x90
```

```
@main
    .cfi startproc
%entry
    push rax
Ltmp0:
    .cfi def cfa offset 16
    call foo
    test al, 1
   ie LBB1 2
%iftrue
    movedi, 1
    call print int
%end
    xor eax, eax
    pop rdx
    ret
    .cfi endproc
```

Stages of a Compiler



Symbol Table

Wrap Up

- Analysis/Synthesis
 - Translation from string to executable
- Divide and conquer
 - Build one component at a time
 - Theoretical analysis will ensure we keep things
 simple and correct
 - Create a complex piece of software