An Overview of Compilation

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January 2025



Topic:

Compilation Overview

Section:

Outline

Introduction to

An Overview of

Compilation Models

Incremental Construction of

Course Pla

Expectation Management



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- Introduction
- Compilation phases
- Compilation models
- Modern challenges
- Incremental construction of compilers
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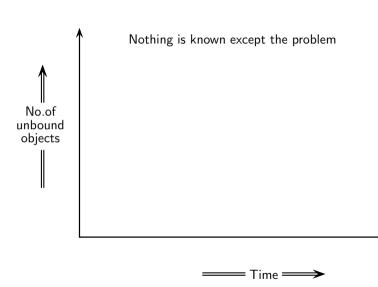
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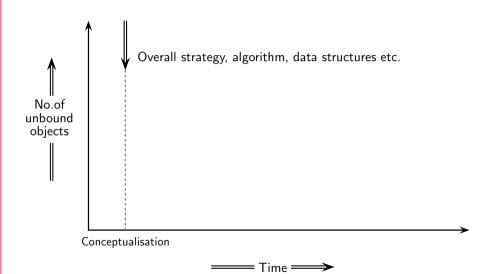
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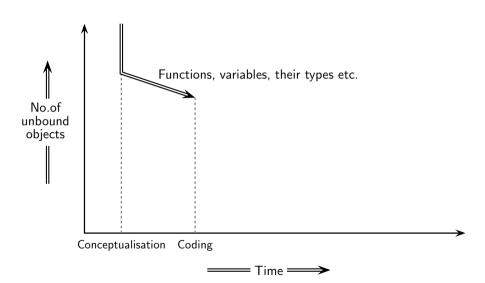
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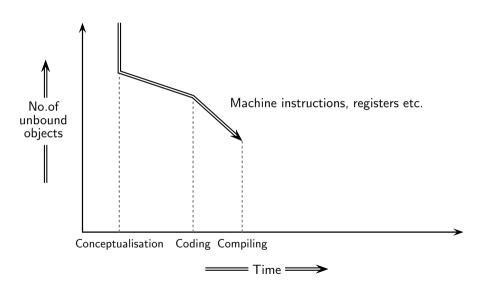
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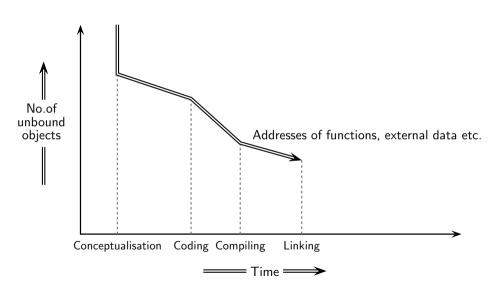
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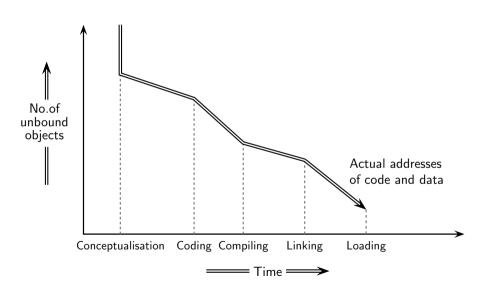
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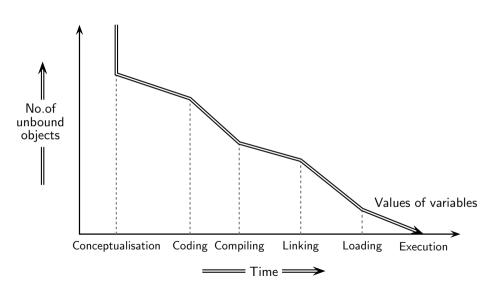
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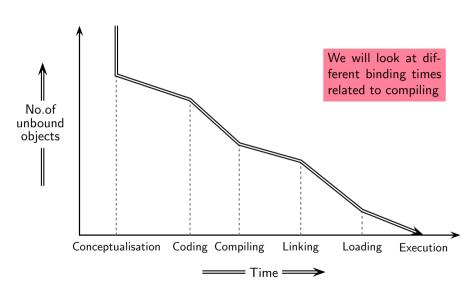
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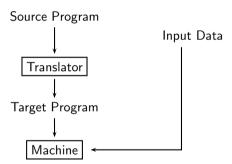
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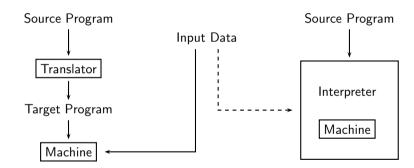
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Comparing the Implementation Mechanisms

 ${\sf Translation} \qquad = \quad {\sf Analysis} + {\sf Synthesis}$

 ${\bf Interpretation} \quad = \quad {\bf Analysis} \, + \, {\bf Execution}$



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Comparing the Implementation Mechanisms

Translation = Analysis + Synthesis Interpretation = Analysis + Execution

Implementation mechanism	Input	Output	Separate execution	Input for the input program
Translation	Program	Equivalent program	Required	Not required
Interpretation	Program	The result of the Program	Not required	Required



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Seeing the Difference Between Compilation and Interpretation

```
$ ./lp -i
a = 10 + 20 * 30;
> a = 610

$ ./lp -c
a = 10 + 20 * 30;
The three address code generated for the input is
t0 = 20 * 30
t1 = 10 + t0
a = t1
```



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Implementation Mechanisms as "Bridges"

• "Gap" between the "levels" of program specification and execution

Program Specification

Machine



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Implementation Mechanisms as "Bridges"

• "Gap" between the "levels" of program specification and execution

Program Specification Translation Lowering the level of specification Machine



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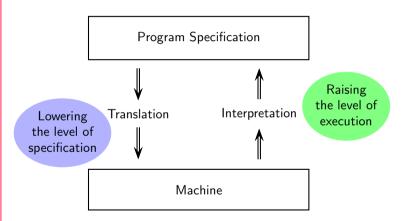
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Implementation Mechanisms as "Bridges"

• "Gap" between the "levels" of program specification and execution





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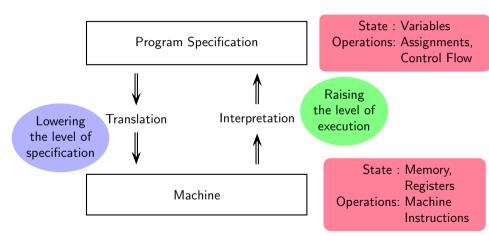
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Implementation Mechanisms as "Bridges"

• "Gap" between the "levels" of program specification and execution





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A Source Program in C++: High Level Abstraction

```
#include <iostream>
using namespace std;
int main()
    int n, fact=1;
    cout << "Enter the number: ":
    cin >> n:
    for (int i=n: i > 0: i--)
        fact = fact * i:
    cout << "The factorial of " << n << " is " << fact << endl:</pre>
    return 0;
```



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Its Target Program: Low Level Abstraction (1)

```
le fa 48 83 ec 08 48 8b 05 d9 2f 00 00 48 85 c0 74 02 ff d0 48 83 c4
ff 35
      5a 2f 00 00 f2 ff 25 5b 2f 00
                                          1f
                                             00 f3 Of
                                    00
                                       Λf
                                                      1e fa 68
      △1 ff ff
               ff
                  90 f3 0f 1e fa 68 01 00 00 00 f2 e9
                                                      d1
1e fa 68 02 00
               00
                  00 f2 e9 c1 ff ff ff 90 f3 0f 1e fa 68 03
            90
               f3
                  Of 1e fa 68 04 00 00 00 f2
                                             e9 a1 ff ff ff
68 05
      \Omega
         00
            00
               f2
                  e9 91 ff ff ff 90
                                    f3 Of 1e fa 68 06
      90 f3 Of 1e fa f2 ff 25 1d 2f 00 00 Of
                                             1f
                                                44 00 00 f3
      2e 00 00 0f 1f 44 00 00 f3 0f 1e fa f2 ff 25 cd 2e 00 00
      Of 1e fa f2 ff 25 c5 2e 00 00 0f 1f 44 00 00 f3 0f 1e fa f2 ff
00 f3
                  00 00 f3 0f 1e fa f2 ff 25 b5 2e 00
      00
         Of
            1f
               44
                                                      00 Of
   1e fa f2 ff 25 ad 2e 00 00 0f 1f 44 00 00 f3 0f 1e fa f2
               00 f3 0f 1e fa 31 ed 49 89
                                          d1 5e 48 89
                                                      e2 48 83
4c 8d 05
         86 02 00
                  00 48 8d 0d 0f 02 00 00
                                          48
                                             8d 3d c1 00
                                                         00
      fΔ
         ٩n
            48
               8d 3d b9 2e 00 00
                                 48 8d 05 b2 2e 00
                                                   00
               48
                  85 c0
                        74 09 ff e0
                                    Of 1f
                                          80
   6e 2e
         00
            00
                                             00
                                                00
                                                   00
      48
         8d 3d 89
                  2e 00 00 48 8d 35 82 2e 00 00 48
                                                   29 fe 48
      c1 f8
            03
               48
                     c6
                        48
                           d1 fe
                                 74 14 48 8b 05 45
                  01
ff e0 66 0f 1f 44
                  00 00 c3 0f 1f 80 00 00 00 00 f3 0f 1e fa 80 3d ad
   00 75 2b 55
               48 83 3d f2 2d 00 00 00 48 89
                                             e5 74 0c 48 8b 3d 26 2e
      fе
         ff
            ff
               е8
                  64 ff ff ff c6 05 85 30 00
                                             00
                                                01 5d c3 0f
```



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Its Target Program: Low Level Abstraction (2)

```
00
           ff ff e8 64 ff ff ff c6 05 85 30 00 00 01 5d c3 0f
                 f3
                    Of 1e fa e9 77 ff ff ff f3
                                               Λf
      00
        00
           00
               00
                                                  1e fa 55 48
        48 8h 04
                 25
                    28 00 00 00 48 89 45 f8 31 c0 c7
                                                     45 f0 01
        00 60
               00
                 48
                    8d 3d 07 2e 00 00 e8 92 fe ff ff 48 8d 45
   8d 3d 14 2f 00
                 00 e8 5f fe ff ff 8b 45 ec 89 45 f4 83 7d f4 00 7e
           45 f4
                 89
                    45 f0 83 6d f4 01 eb ea 48 8d 35 a4
                                                        0d 00
   2d 00 00 e8 50 fe ff ff 48 89 c2 8b 45 ec 89 c6 48 89
                                                        d7
        93 0d 00 00 48 89 c7 e8 31 fe ff ff 48
                                               89 c2 8b 45
                                                           f0 89
      61 fe ff ff 48 89 c2 48 8b 05 17 2d 00 00
                                               48 89
                                                     c6
                    48 8b 4d f8 64 48 33 0c 25 28 00
        00
           00 00
                 00
                                                     00
                                                        00
                                                           74
         c3 f3 Of 1e fa 55 48 89 e5 48 83 ec 10 89 7d fc 89
                                   48 8d 3d 72 2f 00 00
      32 81 7d f8
                 ff
                    ff 00 00 75
                                29
                                                        e8 f4
8d 15 f5 2c 00 00 48 8d 35 5f 2f 00 00 48 8b 05 d7 2c 00
                                                        00 48 89
                    Of 1e fa 55 48 89
                 f3
                                      e5 be ff
                                               ff
                                                  00 00 bf
            5d c3 66 2e 0f 1f
                             84 00
                                      00
        ff
                                   00
                                         00
                                            00
                                               90 f3 Of
                                                        1e fa 41
      2a 00 00 41 56 49 89 d6 41 55 49 89 f5
                                            41 54 41 89 fc 55
        53
           4c
              29
                 fd 48 83
                          ec 08 e8
                                   7f fc ff ff
                                               48
                                                  c1 fd 03
        00 00 00 4c 89 f2 4c 89 ee 44 89 e7 41 ff 14
                                                     df
                                                        48 83
   75 ea 48 83 c4 08 5b 5d 41 5c 41 5d 41 5e 41 5f c3 66 66 2e 0f 1f
           f3 Of 1e fa c3 f3 Of 1e fa 48 83 ec 08 48 83
        00
```



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Commands to Obtain the Low Level Abstraction

- Write the program and name the file fact-iterative.cc
- g++ fact-iterative.cc produces the executable in a.out file
- strip a.out removes names from the executable a.out
- file a.out produces the following output
 a.out: ELF 64-bit LSB shared object, x86-64, version 1 (SYSV),
 dynamically linked, interpreter /lib64/ld-linux-x86-64.so.2,
 BuildID[sha1]=0c218bf025a20bc43339dfd15cec41adc1c13946, for
 GNU/Linux 3.2.0, stripped
- objdump -d a.out produces the hexadecimal form along with assembly program



Input C statement

a = b<10?b:c+5;

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Spim assembly equivalent (unoptimized)

```
$v0, 4($fp)
                                                    Is b smaller
    lw
                              v0 < -b
           $t1, $v0, 10:
    slti
                              t1 < -v0 < 10
                                                  # than 10?
           $t2, $t1, 1
                              t2 <- !t1
    xori
    bgtz
           $t2, L0
                              if t2 > 0 goto L0
    lw
           $t3, 4($fp)
                              t.3 < - b
                                                  # YES
    b
           L1
                              goto L1
                         :L0: t4 <- c
LO:
   lw
           $t4, 8($fp)
                                                  # NO
           $t3, $t4, 5
                              t3 < -t4 + 5
                                                  # NO
    addi
L1:
    SW
           0(\$fp), \$t3
                         ;L1: a <- t3
```

High and Low Level Abstractions: Our View



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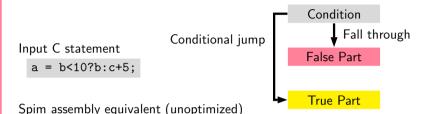
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High and Low Level Abstractions: Our View



```
$v0, 4($fp)
                              v0 < -b
                                                       b smaller
    lw
                                                    Is
           $t1, $v0, 10:
    slti
                              t1 < -v0 < 10
                                                  # than 10?
           $t2, $t1, 1
                              t2 <- !t1
    xori
    bgtz
           $t2, L0
                              if t2 > 0 goto L0
    lw
           $t3, 4($fp)
                              t.3 < - b
                                                  # YES
    b
           L1
                              goto L1
                         :L0: t4 <- c
LO:
    lw
           $t4, 8($fp)
                                                   NΩ
           $t3, $t4, 5
                              t3 < -t4 + 5
                                                   NΩ
    addi
L1:
    SW
           0(\$fp), \$t3
                         :L1: a <- t3
```



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High and Low Level Abstractions: Our View

NOT Condition

Input C statement
a = b<10?b:c+5;</pre>

True Part

Spim assembly equivalent (unoptimized)

False Part

```
$v0, 4($fp)
                                                      b smaller
    lw
                              v0 < -b
                                                    Is
           $t1, $v0, 10:
    slti
                              t1 < -v0 < 10
                                                  # than 10?
           $t2, $t1, 1
                              t2 <- !t1
    xori
    bgtz
           $t2, L0
                              if t2 > 0 goto L0
    lw
           $t3, 4($fp)
                              t.3 < - b
                                                 # YES
    b
           L1
                              goto L1
                         :L0: t4 <- c
LO:
    lw
           $t4, 8($fp)
                                                 # NO
           $t3, $t4, 5
                              t3 < -t4 + 5
                                                   NO
    addi
L1:
    SW
           0(\$fp), \$t3
                         :L1: a <- t3
```



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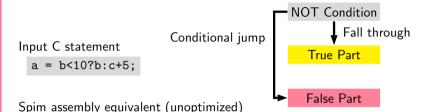
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```
$v0, 4($fp)
                                                      b smaller
    lw
                              v0 < -b
                                                    Is
           $t1, $v0, 10:
    slti
                              t1 < -v0 < 10
                                                  # than 10?
           $t2, $t1, 1
                              t2 <- !t1
    xori
    bgtz
           $t2, L0
                              if t2 > 0 goto L0
    lw
           $t3, 4($fp)
                              t.3 < - b
                                                  # YES
    b
           L1
                              goto L1
                              t4 <- c
LO:
    lw
           $t4, 8($fp)
                         :L0:
                                                   NO
           $t3, $t4, 5
                              t3 < -t4 + 5
                                                   NΩ
    addi
L1:
    SW
           0(\$fp), \$t3
                         :L1: a <- t3
```



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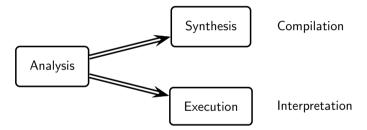
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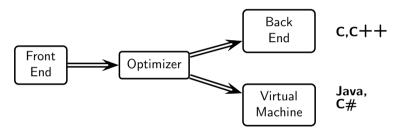
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Why Do We Need Compilers and Interpreters, Both?

t: Time

A: Analysis, O: Optimization, S: Synthesis, E: Execution, B: Bookkeeping

p: Program, c: Compiler usage, i: Interpreter usage, j: Number of executions

$$egin{aligned} t_c(
ho,j) &= egin{aligned} t_c^A(
ho) + t_c^O(
ho) + t_c^S(
ho) &+ \left(t_c^E(
ho) imes j
ight) \ t_i(
ho,j) &= \left(egin{aligned} t_i^A(
ho) + t_i^B(
ho) &+ t_i^E(
ho) \end{aligned}
ight) imes j \end{aligned}$$



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compilation overheads

$$t_c(p,j) = \begin{bmatrix} t_c^A(p) + t_c^O(p) + t_c^S(p) \end{bmatrix} + \left(t_c^E(p) \times j\right)$$

$$t_i(p,j) = \left(\begin{array}{c} t_i^A(p) + t_i^B(p) \\ \end{array}\right) + t_i^E(p) \times j$$

interpretation overheads



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compilation overheads

$$t_c(p,j) = \begin{bmatrix} t_c^A(p) + t_c^O(p) + t_c^S(p) \end{bmatrix} + \left(t_c^E(p) imes j\right)$$

$$t_i(\rho,j) = \left(\begin{array}{c} t_i^A(\rho) + t_i^B(\rho) \\ \end{array}\right) + t_i^E(\rho) \times j$$

interpretation overheads

In general

• For large values of j, $t_c(p,j) \ll t_i(p,j)$ Overheads of compilation are amortized over multiple executions



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p: Program, c: Compiler usage, i: Interpreter usage, j: Number of executions

compilation overheads

$$t_c(p,j) = t_c^A(p) + t_c^O(p) + t_c^S(p) + \left(t_c^E(p) \times j\right)$$
 $t_i(p,j) = \left(t_i^A(p) + t_i^B(p) + t_i^E(p)\right) \times j$ interpretation overheads

In general

- For large values of j, $t_c(p,j) \ll t_i(p,j)$ Overheads of compilation are amortized over multiple executions
- For small values of j, $t_c(p,j) \gg t_i(p,j)$ Overheads of interpretations are meaningful for infrequently executed jobs



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Why Do We Need Compilers and Interpreters, Both?

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A: Analysis, O: Optimization, S: Synthesis, E: Execution, B: Bookkeeping

p: Program, c: Compiler usage, i: Interpreter usage, j: Number of executions

compilation overheads
$$t_c(p,j) = t_c^A(p) + t_c^O(p) + t_c^S(p) + \left(t_c^E(p) \times j\right)$$
 interpretation overheads
$$t_i(p,j) = \left(t_i^A(p) + t_i^B(p) + t_i^E(p)\right) \times j$$
 overheads

In general

- For large values of j, $t_c(p,j) \ll t_i(p,j)$ Overheads of compilation are amortized over multiple executions
- For small values of j, $t_c(p,j) \gg t_i(p,j)$ Overheads of interpretations are meaningful for infrequently executed jobs
- For any value of j > 0, $\left(t_c^E(p) \times j\right) \ll t_i(p,j)$ Unless interpreter identifies hot paths/procedures and compiles them with run time data



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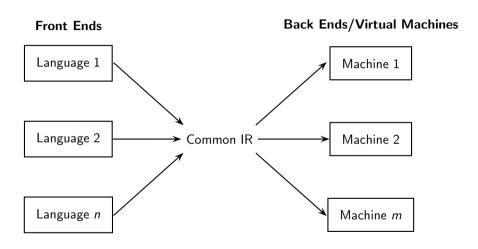
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Reusability of Language Processor Modules





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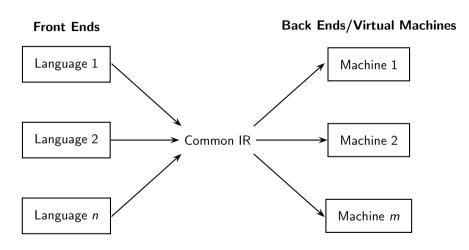
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Reusability of Language Processor Modules



 $m \times n$ compilers can be obtained from m + n modules



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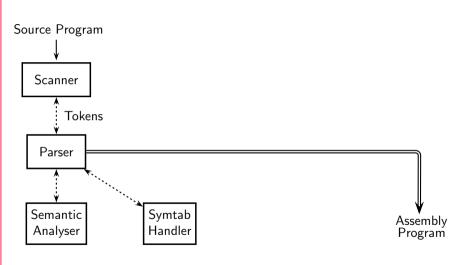
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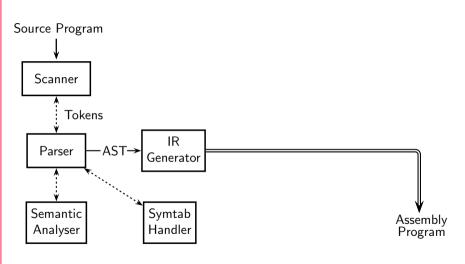
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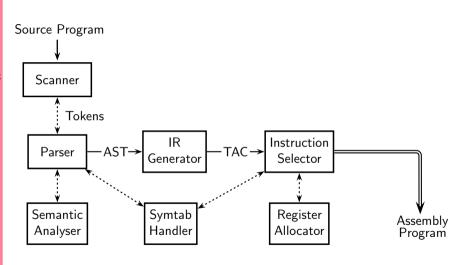
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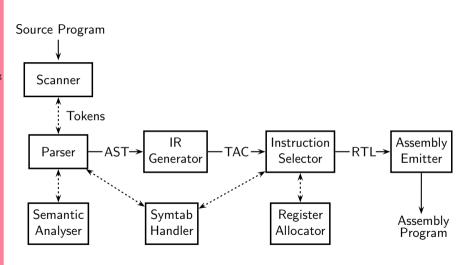
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Translation Sequence in Our Compiler: Scanning and Parsing

Input

a = b<10 ? b : c+5;



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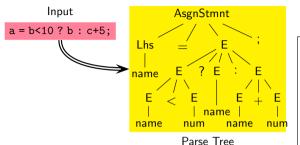
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Translation Sequence in Our Compiler: Scanning and Parsing



How the input is actually stored in the memory

$$a_{-}=b_{-}<10_{-}?_{-}b_{-}:c_{-}+5_{-};$$

How we want to see it

Issues:

- Grammar rules, terminals, non-terminals
- Order of application of grammar rules

 Values of terminal symbols

eg. string "10" vs. integer number 10.



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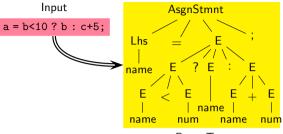
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Translation Sequence in Our Compiler: Semantic Analysis



Parse Tree



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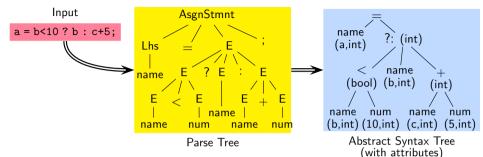
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Translation Sequence in Our Compiler: Semantic Analysis



Issues:

- Symbol tables
 - Have variables been declared? What are their types? What is their scope?
- Type consistency of operators and operands
 The result of computing b<10? is bool and not int



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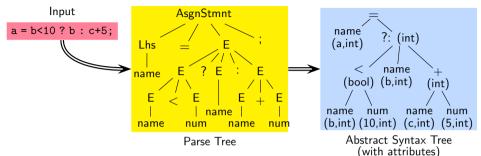
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Translation Sequence in Our Compiler: IR Generation





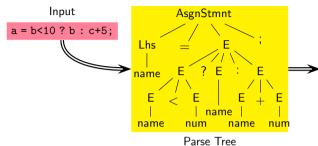
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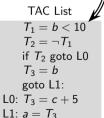


name (int) (a,int) name (bool) (b,int) (int) name num name num (b,int) (10,int) (5,int) (c,int) Abstract Syntax Tree (with attributes)

TAC List

Issues:

- Convert to three address code (TAC) separating data and control flow Simplifies optimization
- Linearise control flow by flattening nested control constructs





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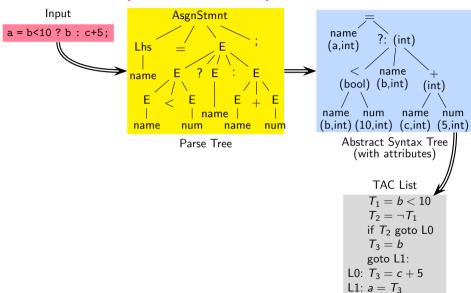
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Translation Sequence in Our Compiler: Instruction Selection





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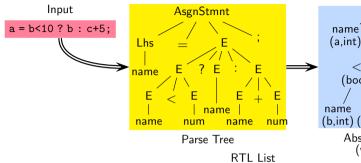
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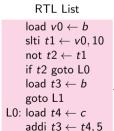
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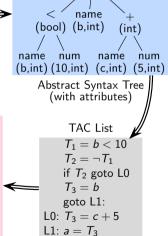


Issues:

- Generate as few instructions as possible (list shown here is unoptimized)
- Use temporaries and local registers



L1: store $a \leftarrow t3$



(int)



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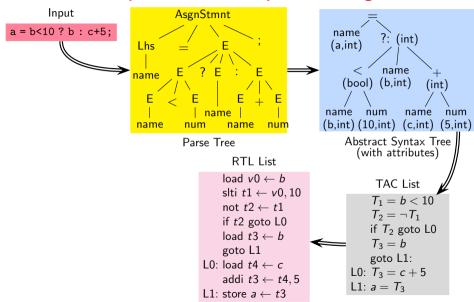
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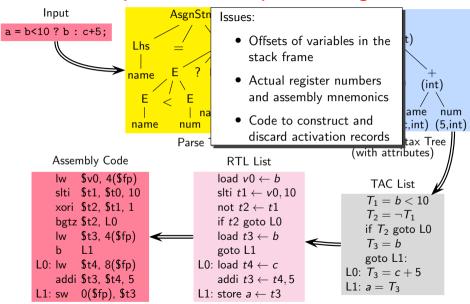
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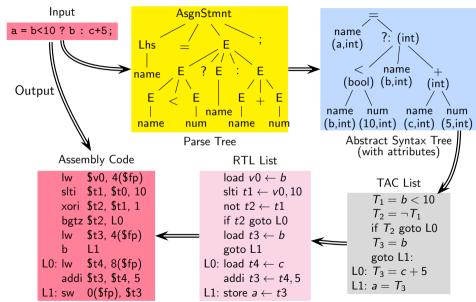
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Observations

• A compiler bridges the gap between source program and target program



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Observations

- A compiler bridges the gap between source program and target program
- Compilation involves gradual lowering of levels of the IR of an input program



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Observations

- A compiler bridges the gap between source program and target program
- Compilation involves gradual lowering of levels of the IR of an input program
- The design of IRs is the most critical part of a compiler design
 - o How many IRs should we have?
 - What are the details that each IR captures?



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Observations

- A compiler bridges the gap between source program and target program
- Compilation involves gradual lowering of levels of the IR of an input program
- The design of IRs is the most critical part of a compiler design
 - o How many IRs should we have?
 - What are the details that each IR captures?
- Practical compilers are desired to be retargetable
 - \Rightarrow Back ends should be generated from specifications



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Why Is Compiler Construction a Relevant Course?



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Why Is Compiler Construction a Relevant Course?

- Translation and interpretation are fundamental CS at a conceptual level
 - Stepwise refinement Vs. look up
 - Analytics Vs. Transactional software



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 Writing programs whose data is programs



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- Computer Science is all about building layers of abstractions and bridging the gaps between successive layers
- Knowing compilers internals makes a person a much better programmer
 Writing programs whose data is programs
- The beauty and enormity of compiling lies in
 - Raising the level of abstraction and bridging the gap without performance penalties
 - Meeting the expectations of users with a wide variety of needs



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Where Can I Use the Lessons Learnt in Compiler Design?

• Compilers for all languages exist, so what can I do with the technology?



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Where Can I Use the Lessons Learnt in Compiler Design?

- Compilers for all languages exist, so what can I do with the technology?
- Compiler techniques and tools have many applications
 - Parsers for HTML in web browser
 - Interpreters for javascript/flash
 - Machine code generation for high level languages
 - Software testing
 - Program optimization
 - Detection of malicious code
 - Design of new computer architectures Hardware-software codesign!
 - Hardware synthesis: VHDL to RTL translation
 - Compiled simulation to simulate designs written in VHDL

Credits: Adapted from the slides of Prof. Y. N. Srikant for NPTEL course on compilers



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The Beauty and Enormity of Compiling

- Bridging the rather large gap between high and low level languages
 - Creating several layers of abstractions with smaller gaps
 - o A great example of divide and conquer or stepwise refinement
- Developing and maintaining a rather large code base of millions of lines



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- Handling every possible programs from an infinite set of possible programs



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- Exploiting advanced features of rich computer architectures



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- Bridging the rather large gap between high and low level languages
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- Writing programs that read programs and write programs maintaining the semantics
- Extensive use of tools to generate modules from declarative specifications "Higher" level than HLLs
- Handling every possible programs from an infinite set of possible programs
- Exploiting advanced features of rich computer architectures
- Spanning both theory and practice (and everything in between) rather deeply Translating deep theory into general, efficient, and scalable, practice!



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Modern Compilers Span Both Theory and Practice Deeply

Compiler design and implementation translates deep theory into general, efficient, and scalable, practice!

- Uses principles and techniques from many areas in Computer Science
 - The design and implementation of a compiler is a great application of software engineering
 - Makes practical application of deep theory and algorithms and rich data structures
 - Uses rich features of computer architecture



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Translating Deep Theory into Affordable Practice

- Theory and algorithms
 - Mathematical logic: type inference and checking
 - Lattice theory: static analysis
 - Linear algebra: dependence analysis and loop parallelization
 - Probability theory: hot path optimization
 - Greedy algorithms: register allocation
 - Heuristic search: instruction scheduling
 - Graph algorithms: register allocation
 - Dynamic programming: instruction selection
 - Optimization techniques: instruction scheduling
 - o Finite automata: lexical analysis
 - Pushdown automata: parsing
 - Fixed point algorithms: data-flow analysis

Credits: Adapted from the slides of Prof. Y. N. Srikant, IISc Bangalore



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Translating Deep Theory into Affordable Practice

Data structures

- o Sparse representations: scanner and parser tables
- Stacks, lists, and arrays: Symbols tables
- Trees: abstract syntax trees, expression trees
- o Graphs: control flow graphs, call graphs, data dependence graphs,
- DAGs: Expression DAG
- Representing machine details such as instruction sets, registers, etc.



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Excluded for cs320 of 2024.



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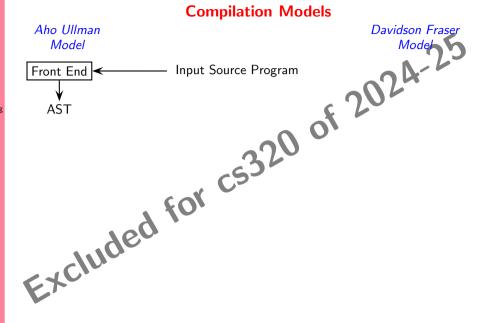
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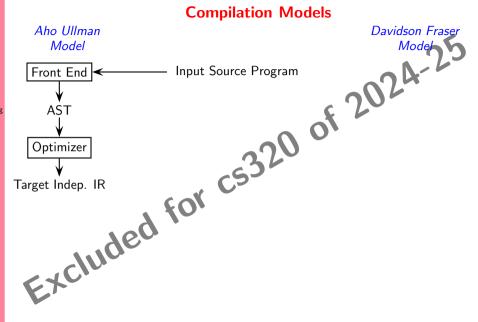
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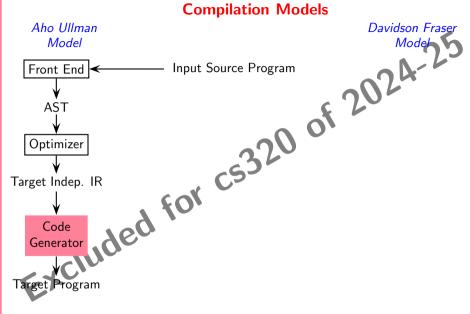
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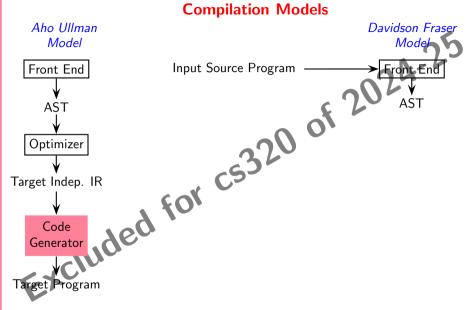
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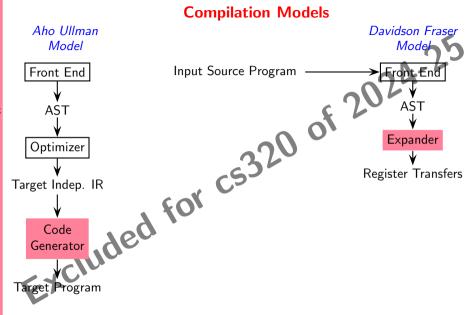
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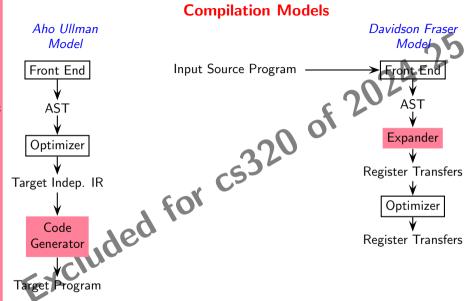
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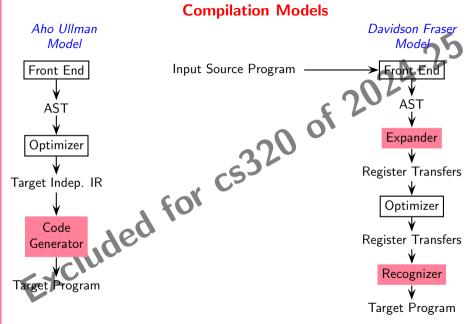
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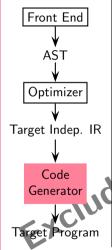
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Aho Ullman Model

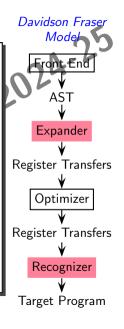


Aho Ullman: Instruction selection

- over optimized IR using
- cost based tree tiling matching

Davidson Fraser: Instruction selection

- over AST using
- simple full tree matching based algorithms that generate
- naive code which is
 - target dependent, and is
 - optimized subsequently





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Parser



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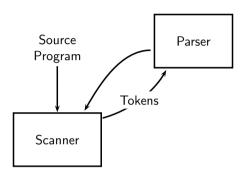
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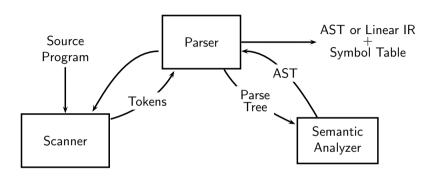
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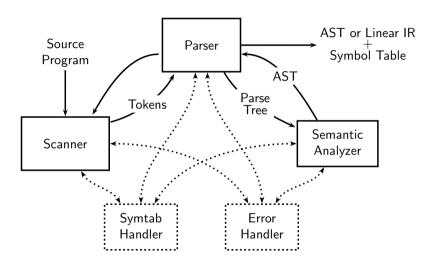
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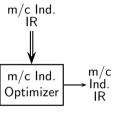
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- Compile time evaluations
- Eliminating redundant computations



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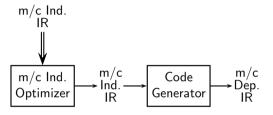
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- Compile time evaluations
- Eliminating redundant computations
- Instruction Selection
- Local Reg Allocation
- Choice of Order of Evaluation



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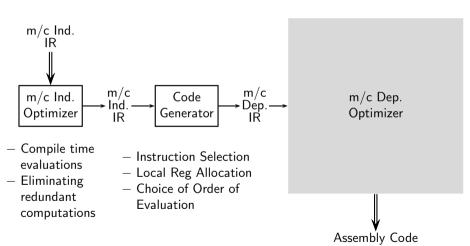
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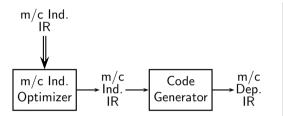
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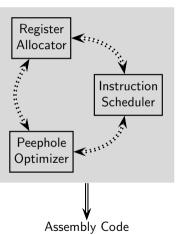
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- Compile time evaluations
- Eliminating redundant computations
- Instruction Selection
- Local Reg Allocation
- Choice of Order of Evaluation





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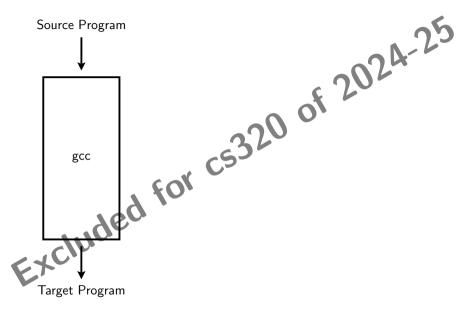
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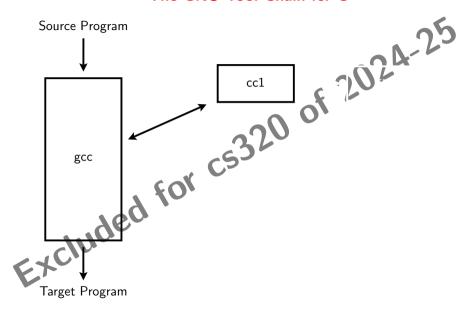
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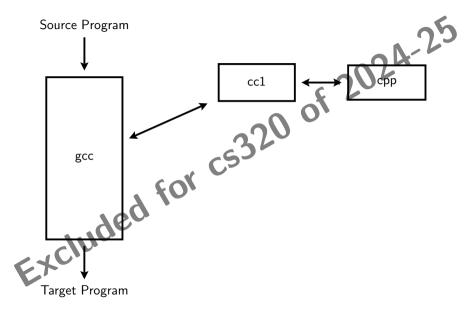
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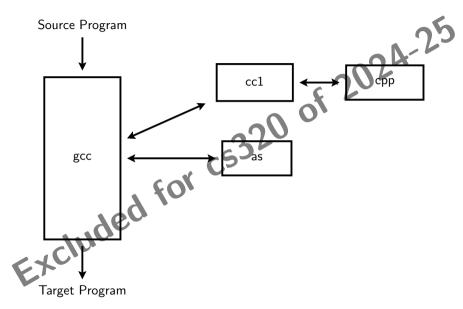
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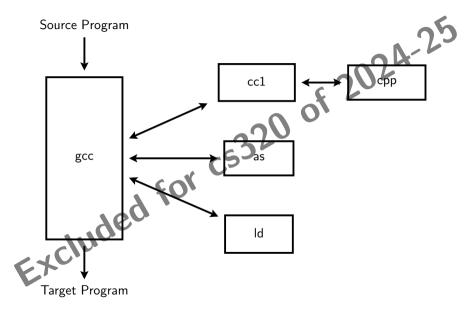
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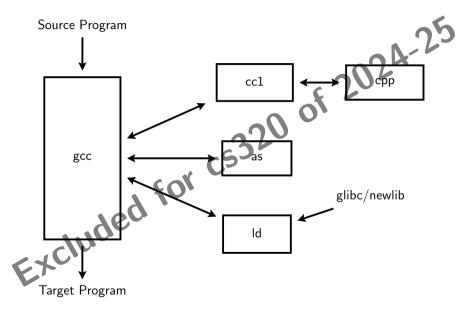
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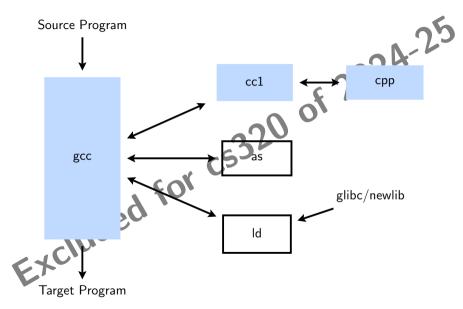
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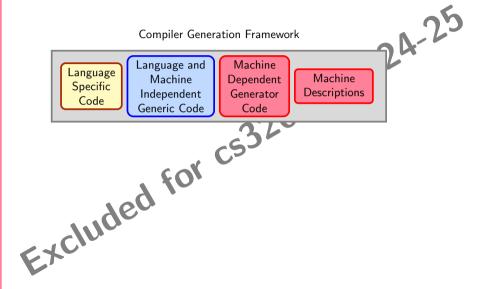
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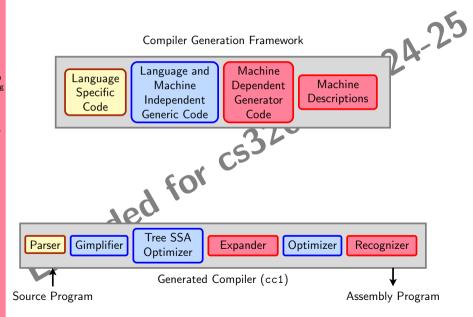
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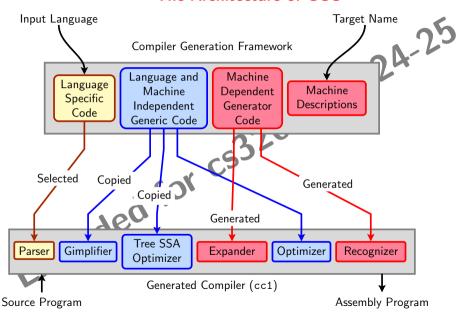
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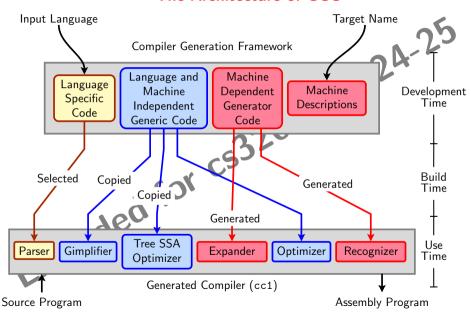
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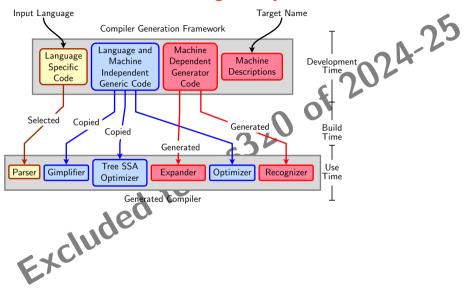
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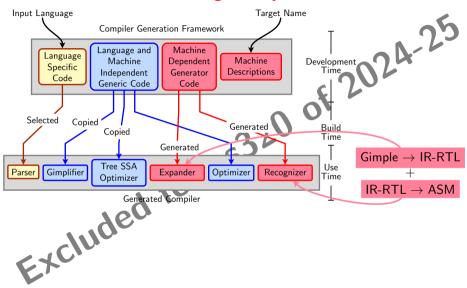
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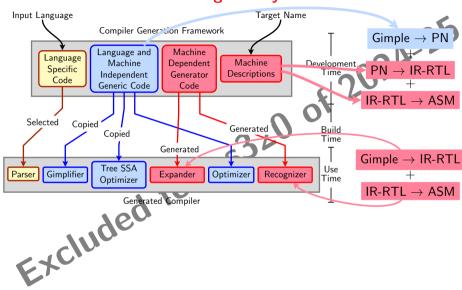
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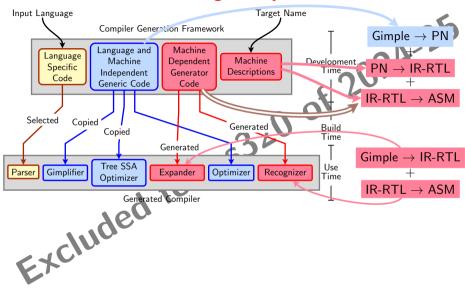
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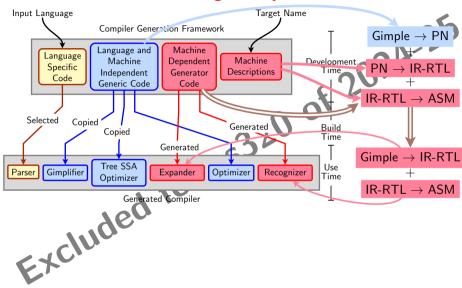
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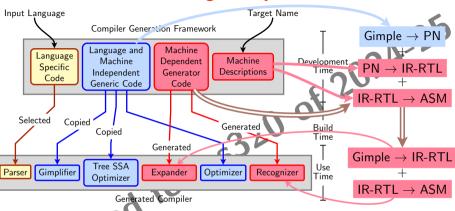
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GCC Retargetability Mechanism



The generated compiler uses an adaptation of the Davidson Fraser model

- Generic expander and recognizer
- Machine specific information is isolated in data structures
 - Generating a compiler involves generating these data structures



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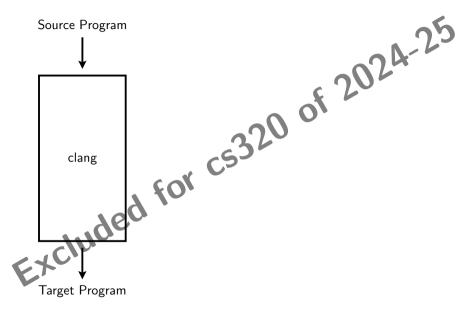
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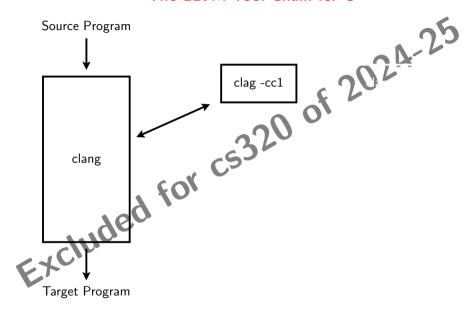
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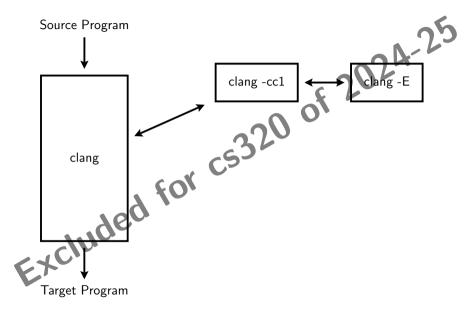
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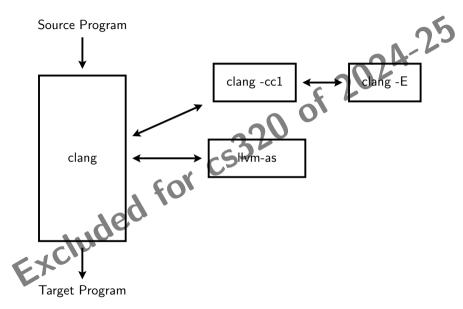
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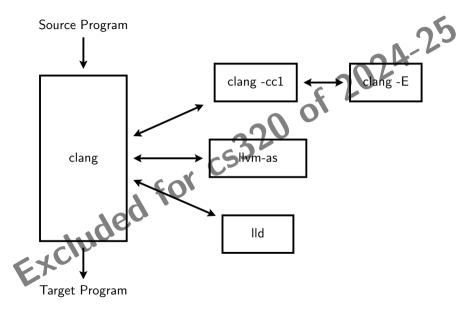
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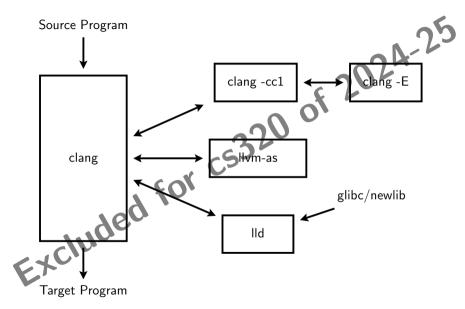
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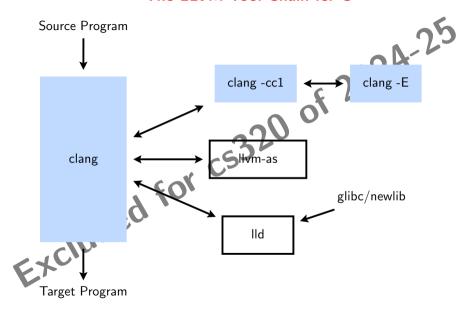
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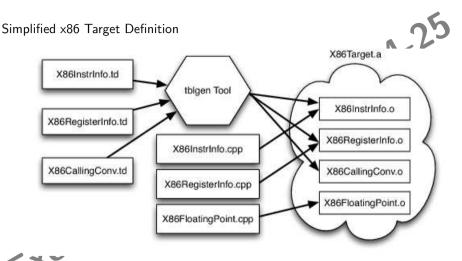
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LLVM Retargetability Mechanism







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Building a Compiler: Terminology

- The sources of a compiler are compiled (i.e. built) on Build system, denoted BS.
 - The built compiler runs on the Host system, denoted HS.
 - The compiler compiles code for the *Target system*, denoted TS.

The built compiler itself runs on HS and generates executables that run on TS.





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Variants of Compiler Builds

		25
		024
BS = HS = TS	Native Build	
$BS = HS \neq TS$	Cross Build	
$BS \neq HS \neq T$	Canadian Cross	

Example

Native i386: built on i386, hosted on i386, produces i386 code.

Sparc cross on i386: built on i386, hosted on i386, produces Sparc code.



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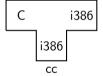
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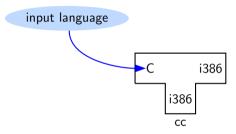
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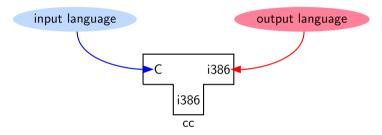
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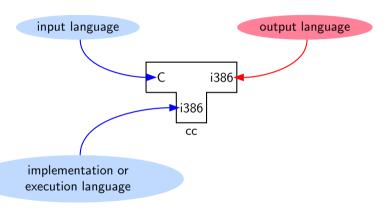
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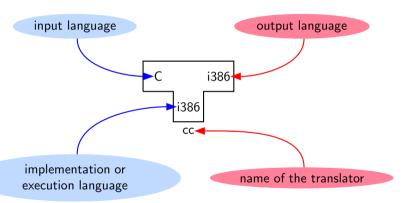
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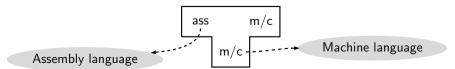
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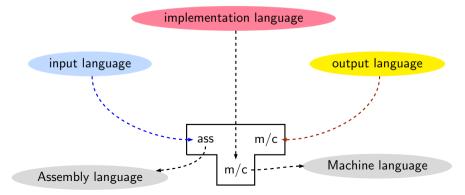
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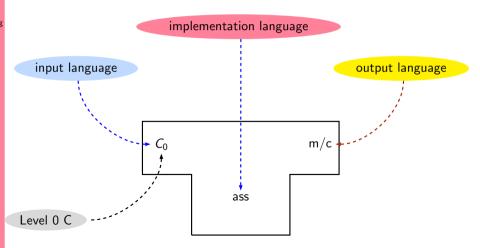
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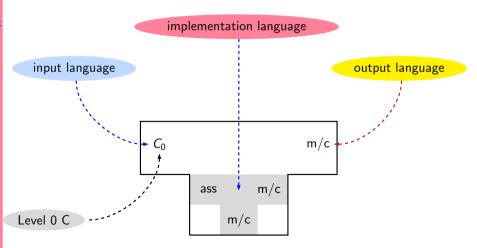
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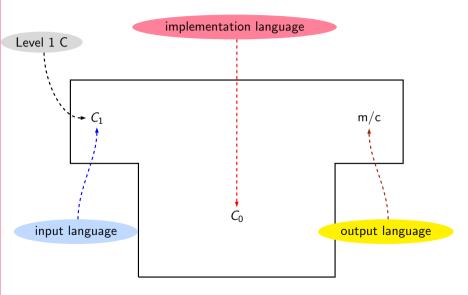
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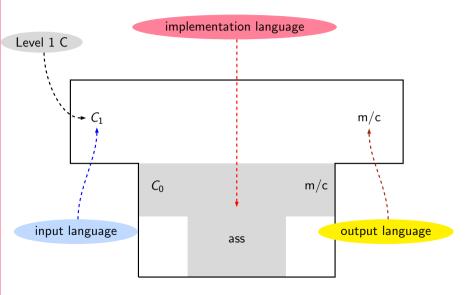
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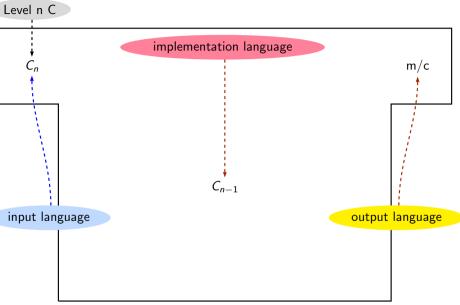
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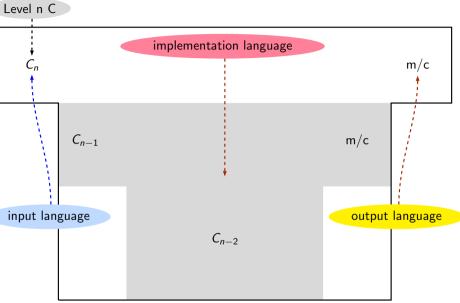
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Bootstrapping: GCC View

- Language need not change, but the compiler may change

 Compiler is improved, bugs are fixed and newer versions are released
- To build a new version of a compiler given a built old version:
 - o Stage 1: Build the new compiler using the old compiler
 - Stage 2: Build another new compiler using compiler from stage 1
 - Stage 3: Build another new compiler using compiler from stage 2
 Stage 2 and stage 3 builds must result in identical compilers
- ⇒ Building cross compilers stops after Stage 1!



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The Sources of New Challenges

• Languages have changed significantly

• Processors have changed significantly

Problem sizes have changed significantly

Expectations have changed significantly

Analysis techniques have changed significantly



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 - Parsing, Data flow analysis, Parallelism Discovery, Heap Analysis



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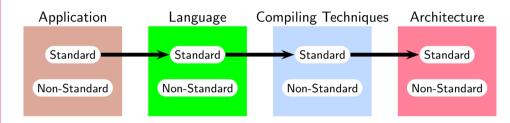
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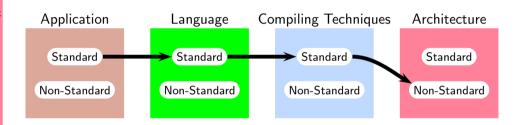
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- Special addressing modes (viz. on-chip addressable memory)
- Use of predicated instructions



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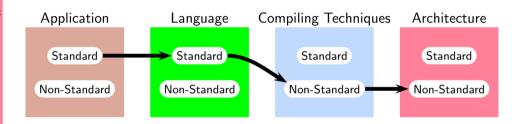
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- SIMD operations, Extracting ILP for VLIW
- Offset assignment, Array reference allocation



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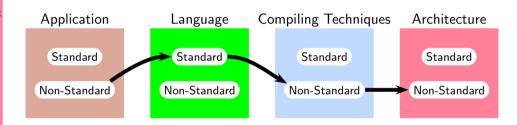
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Compilation for Embedded Processors



• MACs, Special loop instructions



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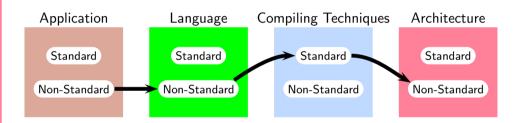
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Setting arithmetic modes, circular addressing, special loop instructions



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Modern Challenges: Design issues

• The IR interface

What to export? What to hide?

The most challenging component to design and implement in a compiler is the IR handler

Retargetability

Extending to the new version of a processor?

Extending to a new processor?



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Modern Challenges: Improving Performance of Programs

- Scaling analysis to large programs without losing precision
 - Interprocedural analysis
 - Pointer analysis



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Modern Challenges: Improving Performance of Programs

- Scaling analysis to large programs without losing precision
 - Interprocedural analysis
 - o Pointer analysis
- Increasing the precision of analysis
 - o How to interleave different analyses to benefit from each other?
 - o How to exclude infeasible interprocedural paths?



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Modern Challenges: Improving Performance of Programs

- Scaling analysis to large programs without losing precision
 - Interprocedural analysis
 - Pointer analysis
- Increasing the precision of analysis
 - o How to interleave different analyses to benefit from each other?
 - o How to exclude infeasible interprocedural paths?
- Combining static and dynamic analysis
 - o Using statically computed information for optimization at run time
 - Using run time information for improving optimizations in the next compilation
 - (Profile guided optimization aka feedback driven optimization)



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Modern Challenges: Improving Performance of Programs

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(Profile guided optimization aka feedback driven optimization)

Inventing more effective optimizations



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Modern Challenges: Improving Performance of Programs

- Scaling analysis to large programs without losing precision
 - Interprocedural analysis
- I Full Employment Guarantee Theorem for Compiler Writers

(https://en.wikipedia.org/wiki/Full_employment_theorem)

- The notion of "best" compiler cannot exist and there is endless scope to keep improving
 - ⇒ For every compiler, a better compiler can be written

(Profile guided optimization aka feedback driven optimization)

Inventing more effective optimizations

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Modern Challenges: Language Issues

- How to efficiently compile
 - Dynamic features such as closures, higher order functions (eg. eval in Javascript)
 - Exceptions
- What guarantees to give in the presence of undefined behaviour
 - Memory accesses such as array access out of bound
- Designing analyses for features supporting parallelism
 - Doall, Async, Threads, Synchronization, Fork/Join, Lock/Unlock, Mutex, Semaphores
 - Some features enable parallelism in a sequential language whereas some enforce sequentiality on essentially parallel execution
- Designing analyses for extracting parallelism



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Modern Challenges: Target Machine Issues

How to exploit

- Pipelines? (Spectre/Meltdown attacks)
- Multiple execution units (pipelined)
- Cache hierarchy
- Parallel processing (Shared memory, distributed memory, message-passing)
- Vector operations
- VLIW and Superscalar instruction issue

General strategy: Hardware software co-design



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Modern Challenges: Target Machine Issues

The crux of the matter

- Hardware is parallel, (conventional) software is sequential
 - Software view of memory model: Strong consistency Every execution with the same input should give the same result
 - Hardware view of memory model: Sequential consistency Result should coincide with some interleaving of threads (Parallelism at the granularity of instructions in threads)
 - Modern architectures gives weak consistency (Parallelism at the granularity of pipeline units of instructions, e.g., load/store buffering)
- Software view is stable, hardware is disruptive



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Classes of Memory Models

Relaxed consistency

Weak Sequential consistency

Strict Sequential consistency

Strong consistency

Model	Data dependence	Data dependence
	across threads	within threads
SC	Preserved	Preserved
SSC	Not preserved	Preserved
WSC	Not preserved	Not preserved (no reordering but writes may not be available)
RC	Not preserved	Not preserved (reordering of instructions)



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Architecture Feature Influencing Programming Language

A concurrent program

Initially
$$X = Y = 0$$

$$a = X$$

$$b = Y$$

$$if(b)X = 1$$

- Variables a and b are thread-local variables
- Variables X and Y are shared global variables



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Architecture Feature Influencing Programming Language

A concurrent program

Initially
$$X = Y = 0$$

$$a = X$$

$$b = Y$$

- Variables a and b are thread-local variables
- Variables X and Y are shared global variables

Sequential Consistency preserves program order

$$a = X$$
$$Y = 1$$

b? X = 1

a = 0, b = 1

$$\frac{b = Y}{b? X = 1}$$

$$b = Y$$
 $a = X$

$$b = Y$$

$$b = Y$$
$$a = X$$

$$a = X$$

 $b = Y$

$$a = X$$

$$b = Y$$

$$a = X$$

$$a = X$$
 $Y = 1$

$$Y = 1$$
 $Y = 1$
 $a = b = 0$ $a = b$

$$b? X = 1$$
$$Y = 1$$

$$Y = 1$$

$$b? X = 1$$

$$b? X = 1$$
$$Y = 1$$

$$Y = 1$$

$$b? X = 1$$

$$a=b=0 \quad a=b=0$$

$$a=b=0$$

$$a=b=0$$



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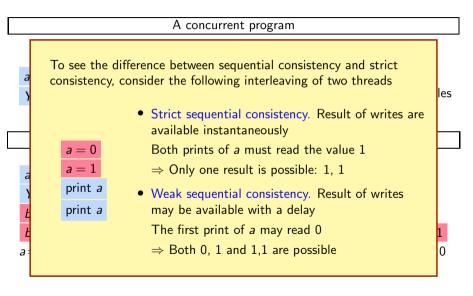
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Architecture Feature Influencing Programming Language

A concurrent program

Initially
$$X = Y = 0$$

$$a = X$$

$$b = Y$$

- Variables a and b are thread-local variables
- ullet Variables X and Y are shared global variables

Relaxed Memory Consistency allows violating program order

- $\frac{Y=1}{b=Y}$
- b? X = 1
- a = X

$$a = b = 1$$

- Order of assignments in the first thread can be interchanged
 No thread-local data dependence
- Supported by out-of-order execution in processors restricted to a local view of the threads
- Being pushed in C standard in spite of the fact that it is difficult to understand for a programmer



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Architecture Feature Influencing Programming Language

A concurrent program

Initially
$$X = Y = 0$$

Variables a and b are thread-local variables.

d global variables

Why is this useful?

Relaxed

Out of order execution offers more opportunities of keeping the pipeline full, thereby increasing the throughput m order

n be interchanged

- Y=1
- b = Y
- b? X = 1
- a = X
- a = b = 1
- Supported by out-of-order execution in processors restricted to a local view of the threads
- Being pushed in C standard in spite of the fact that it is difficult to understand for a programmer



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Modern Challenges: Providing Guarantees

- Correctness of optimizations
 - Hard even for machine independent optimizations
 - Verification of a production optimizing compiler is a pipe dream
 Requires proving the correctness of translation of ALL programs
 - Compiler validation is more realistic, and yet not achieved fully
 Allows proving the correctness of translation of A program
- Interference with Security
 - Optimizations disrupt memory view
 Correctness is defined in terms of useful states
 Clearing stack location by writing all zeros is dead code
 - Optimizations also disrupt timing estimates



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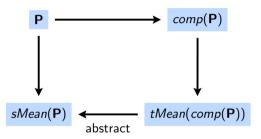
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Compiler Verification

Formalize and verify the following diagram for every source program P



comp represents the transformation performed by

- a compiler (harder problem), or
- a model of the compiler (easier)
 Is the model faithful?



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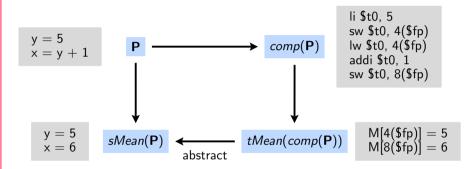
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Difficulties in Compiler Verification

- Complexity
 - Requires reasoning about actual compiler implementation.
 - Requires reasoning about the behaviour of the compiler for an infinite number of programs and their translations.
- Automation unlikely
- Proof reuse?



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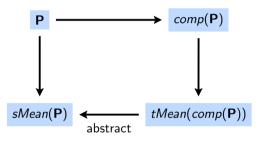
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Translation Validation

Formalize and verify the following diagram for a given source program P



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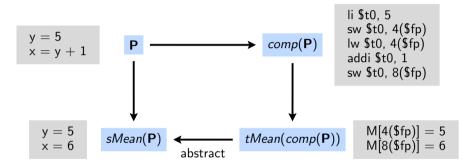
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Translation Validation

- Less complex
 - o Involves reasoning about a given pair of programs
 - o The compiler can be made to provide information to help verification.
- Automation likely.



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Modern Challenges: New Expectations

- New application domains bringing new challenges
- What are the underlying abstractions of the domains that should become first class citizens in a programming language?
 - Language design and compilers for machine learning algorithms?
 - Language design and compilers for streaming applications?
- Can machine learning algorithms help compilers create new optimizations?
 - Can human ingenuity in design of novel algorithms be replaced by machine learning?
 - Need explainability for guaranteeing soundness of new optimizations Known cost based optimizations have a better chance with machine learning
 - Can compilers learn from the programs they have compiled and become "better" over time?



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Modern Challenges: New non-PL Technologies

- Can we use LLMs to scale program analysis and optimizations?
 - o It may be possible to use LLMs to analyse smaller chunks of code
 - Some light-weight analysis can be used to connect the results of analysis of two different chunks of code



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The Moral of the Story

Expressiveness (Rich abstractions)
Generality (Retargetability, upgrades and enhancements)
Providing Guarantees (Correctness, robustness, security)



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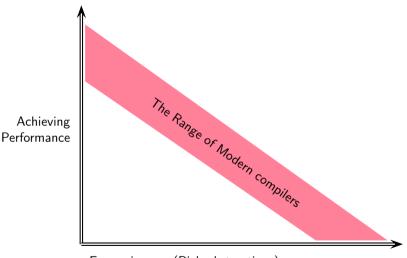
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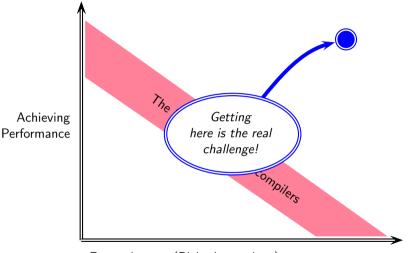
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The Moral of the Story



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Generality (Retargetability, upgrades and enhancements) Providing Guarantees (Correctness, robustness, security)



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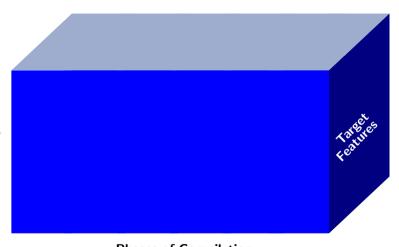
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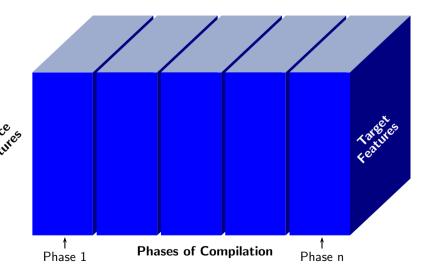
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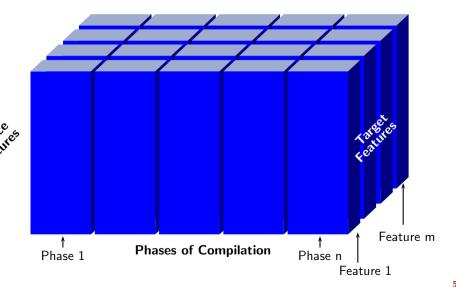
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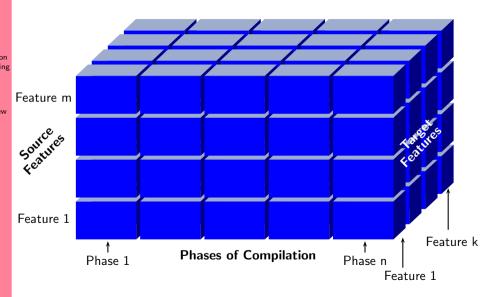
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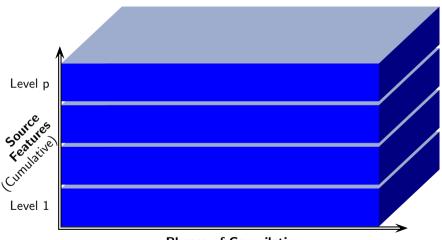
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Language Increments

Assignments with simple RHS

Level 1



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Language Increments

Arithmetic Expressions

Assignments with simple RHS

Level 1

Level 2



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Language Increments

Comparison and Logical Expressions

Arithmetic Expressions

Assignments with simple RHS
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Level 3



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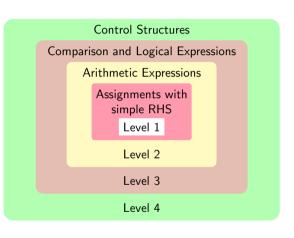
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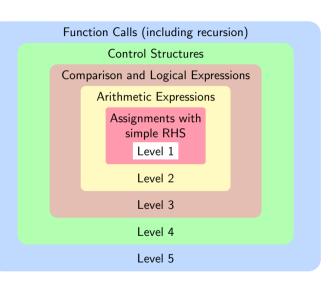
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Language Increments

Pointers and Arrays

Function Calls (including recursion)

Control Structures

Comparison and Logical Expressions

Arithmetic Expressions

Assignments with simple RHS

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6



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Language Increments

Pointers and Arrays

Function Calls (including recursion)

Control Structures

Comparison and Logical Expressions

Arithmetic Expressions

Classes, structures, and unions will be included in subsequent years

Level 3

Level 4

Level 5

Level 6



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cs320 Coverage and Pedagogy

Coverage

- o Scanning, Parsing, Static Semantics, Runtime Support, Code Generation
- Code Optimization, Register Allocation (may be omitted)

Pedagogy

- Lectures
- o Slides will be made available on moodle
- Asynchronous discussions on moodle discussion forum
- Tutorial problems on moodle

Evaluation

o Two quizzes, mid sem, end sem, and class participation



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cs306 Coverage

Coverage

- Incremental construction of SCLP
- o Reference implementation with some test cases will be provided

Pedagogy

- Five assignments common to all students
 - Implementation of additional features may fetch bonus credit
 - Independent projects may be allowed to replace some of the assignments
- o Roughly two weeks per submission
- Work do be done in a personalized VM in the lab machines or on your laptop
- Groups of two
- Evaluation will be by running diff on the output
 - Standard file names and directory names must be used
 - o It will not be possible to entertain violations
 - Use your creativity inside your code, not in file names, Makefile commands and program output



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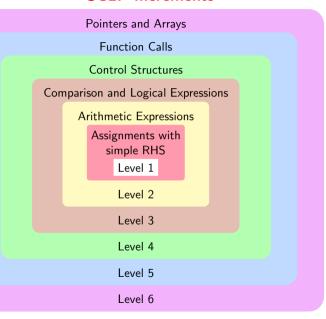
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SCLP Increments





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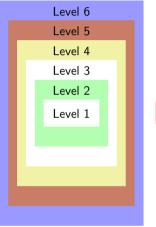
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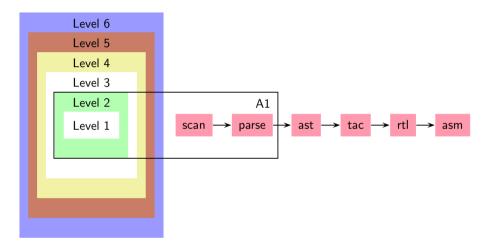
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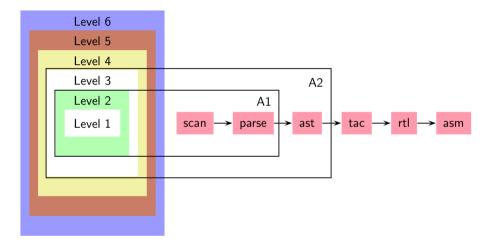
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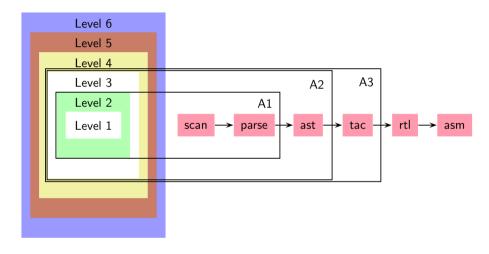
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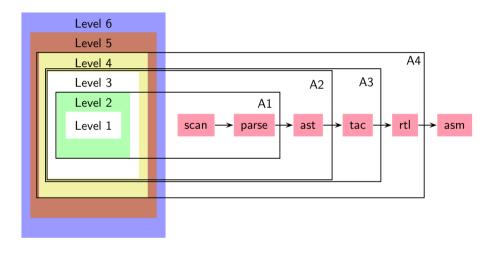
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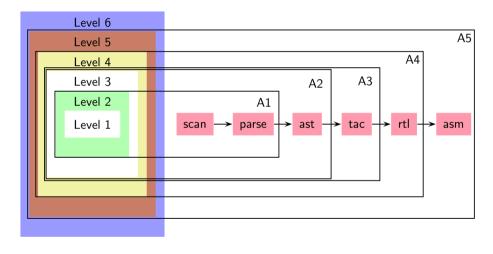
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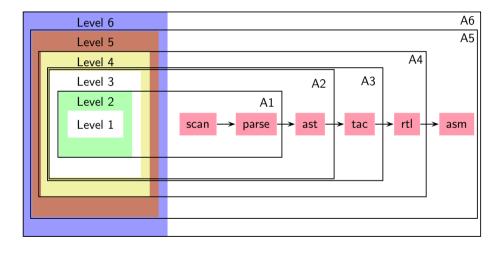
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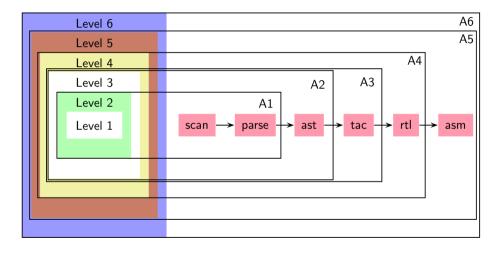
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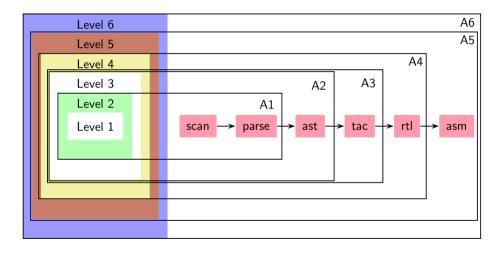
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Proposed Assignment Plan: Incremental Construction

A series of assignments; each assignment builds on the previous assignment



A6 is optional



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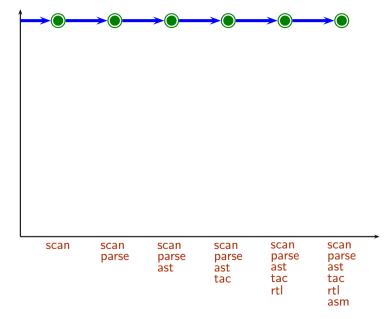
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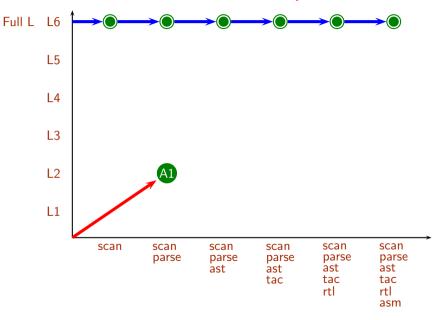
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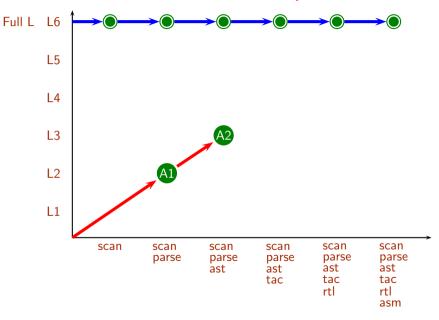
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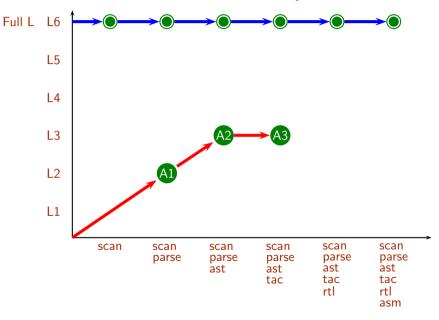
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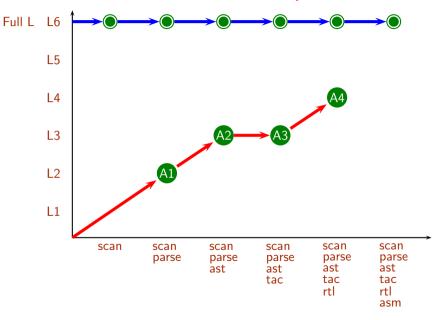
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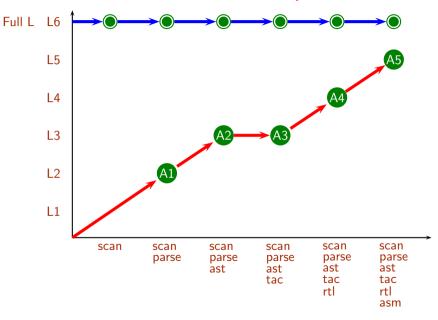
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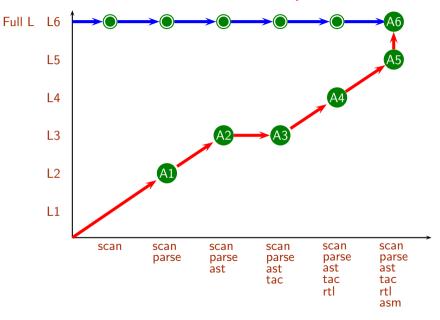
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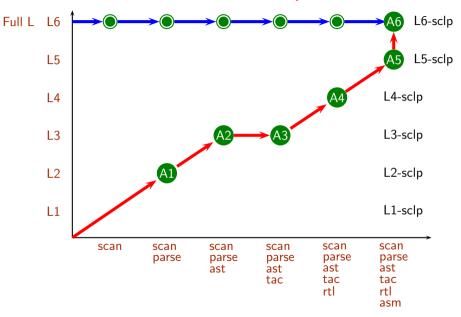
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Evaluation Plan and Grading

• cs320

Mid-Sem (30%) and End-Sem (40%)

Quizzes (20%)

Class Participation (10%)

A viva may be factored in later

• cs306

Five assignments to be done on coffre (90%)

Class Participation (10%)

A viva may be factored in later

Additional opportunities for students to pass the course



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FAQ (1)

- Q. Can I form a group of 3 for cs306 assignments?
 - A. The credit of each student will be proportionately reduced
- Q. Can I form a group of 1 for cs306 assignments?
 - A. No, I do not want to increase the number of groups
- Q. Why can't I take my code out of coffre server even at the end of the course?

Your take away from the course is your learning and not your code. Besides, we have had students publishing their code on public repositories which conflicts with the goals of the course for subsequent batches



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FAQ (3)

• Q. I sent a message to you on MS Teams but did not get any response!

A. I don't use MS Teams

• Q. I sent a message to you on Moodle but did not get any response!

A. Post queries on moodle forums so they get tracked by multiple people

• Q. What are your office hours?

A. In my experience, office hours have not been used by students in past. So instead of blocking my time with no takers, I prefer to have the freedom to schedule other activities/meetings

However, if many students feel that they would like to use my time in office hours, I don't mind blocking my time

Contact your CRs and I will coordinate with them



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FAQ (4)

• Q. How do we communicate with you outside of the class?

A. Talk me just after the class, minimize the email communication

For issues that are likely to be of common interest, please write on moodle discussion forum

For issues of personal interests rather than common interests, send an email to uday@cse.iitb.ac.in with a copy to nisha@cse.iitb.ac.in

The subject header of every email sent to me must contain the word "cs320", "cs302", "cs306", or "cs316"; otherwise the mail may be mis-classified and may not be attended to for a long time



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FAQ (5)

• Q. Is attendance compulsory?

A. Yes, if you need my time and attention. No, otherwise.

If your attendance is less than 80%, your emails, questions, queries, grievances about evaluation and marks, will be ignored totally. If you need to talk to me for *anything* you must attend the classes.

Both attendance and participation is highly desirable. Participation can be in the form of asking questions in the class, discussions in meetings, on moodle forums, pointing out bugs in the reference implementation, responding to the posts made by others etc.

In the absence of any such participation, I will have to use attendance as a proxy

• Q. Why do you insist on students attending and participating? Why can't we learn independently?

A. Studying is like evaluating expressions that have lots of free variables. Regular participation ensures that these variables are bound to right values

Familiarity with the notations and conventions used in the class simplifies understanding and evaluation and makes grades consistent and reliable



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Things that I Discourage and Disapprove

- Asking questions only in the last two days before exams
 I will not provide clarifications two days before the exam
- Direct communication with the TAs about policies, evaluations, requests for extensions, or marks

All communication must be with me. TAs are not authorized to respond to you directly on these matters without my explicit permission to do so

- Expecting instantaneous responses, making a request at the last moment
 Email responses will be provided in batch mode. And there may be no response to some emails. Please do not remind me
- Trying to push your luck by assuming that requests for concessions can only give benefit but no harm

I will listen sympathetically, and may explain the rationale behind my decision but will not allow persuasions nor will try to convince you

- Feigning ignorance about the policies that have been described clearly in the class, slides, emails, or moodle announcements
 - I have no sympathy for such students—sorry, bad luck!



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Further Expectation Management

- Things that I like and strongly encourage
 - o Asking questions, reporting bugs in reference implementation
 - o Free, frank, and respectful communication
- Thing that I detest and despise
 - Cheating
 - Grade Litigation



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Cheating

- Collaboration in learning or discussions about your code are fine
 But your answers in exam and your code in submit MUST BE YOURS
- No compromises on it
- Cheating is also a way of denying yourself an opportunity of learning
- Would you advice your younger siblings, nephews, nieces, and your children to copy?
- If you still want to compromise on your integrity, don't even think of doing so in cs320 and cs306



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Pre-empting Cheating

- cs320 exams will be designed in a manner that attending the lectures would be sufficient to pass them
- Getting high marks in two quizzes and mid-sem will guarantee passing even if you get a zero in the end-sem
- Getting full marks in first two assignments in cs306 will guarantee passing even if you do not submit the remaining assignments
- Your lab work will be in coffre VM
 - Flexibility of doing work at your convenience
 - Can be used on multiple devices
 - You are free to access internet while you work on your programming
 - o All programming and submissions within coffre
 - All submissions will undergo through plagiarism checking
- Additional opportunities will be provided to students to pass the courses

Hopefully, I will make it harder for you to fail



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Grade Litigation

 Grade Litigation. Requests for accepting incomplete or inaccurate answers, requests to condone errors in answers or implementations, seeking waivers motivated by improving chances of grades

Persistent demands in the disguise of requests with a sense of entitlement

- Grade litigation is easy to handle for small classes but not for large classes
- My take motivated by consistency and reliability of grades in large classes
 - Marks are given for rigorous demonstration of knowledge and the skill of demonstrating the knowledge
 - Most students rely on knowledge but ignore the skill part and end up writing vague or incomplete answers
 - You cannot claim marks for indirectly showing that you possess the knowledge to solve a question You need to demonstrate it directly by showing
 - the skill of using the right knowledge, and
 - the diligence of solving the questions using the notations and conventions used in the class



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Grade Litigation

- Practically, grade litigation in large classes amounts to a Denial of Service Attack Takes the time and energy away from
 - The students who need and deserve my time and attention
 - Improving my lectures, explanation, and course material
 - Designing interesting exams
- I do not take this denial of service attack, kindly



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Pre-empting The Grade Litigation for Large Classes: cs320

- By design, the answers will be objective and precise and not subjective
- Answers will be subdivided into parts and there will be no partial marks other than the subdivision by parts
- All answers will be published and corrections, if any, as well as possible valid variations, will be invited before finalizing the marks
- Corrections and acceptable variations in the answers will be published and no requests for consideration of any other answers will be entertained
- Evaluated answer sheets will be made available for you to scan them and go through them at leisure to ensure that the evaluation is consistent with the published answers
- A grievance form will be floated and valid grievances will be addressed (no discussions over email/phone, please)



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Pre-empting The Grade Litigation for Large Classes: cs306

- A reference implementation of the compiler with test cases will be provided; you can run it on your own test cases to understand its behaviour
- You can submit the assignments late for reduced credit. Exact details are provided in moodle.
- You will have a total four late days of submission without late penalty through out the semester. You can use them for any assignment. Exact details are provided on moodle
- Full grammar and class hierarchies used in the reference implementation will be provided; you are free to use you own grammar and classes but the output must match the output of the reference implementation
- The scripts and the test cases used for evaluation will be published
- A grievance form will be floated and valid grievances will be addressed (no discussions over email/phone, please)



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Are you ready for the fun?