

Compiler Construction

Introduction

Guido Wachsmuth



Overview

today's lecture

I
software languages

II
modern compilers

III
compiler construction

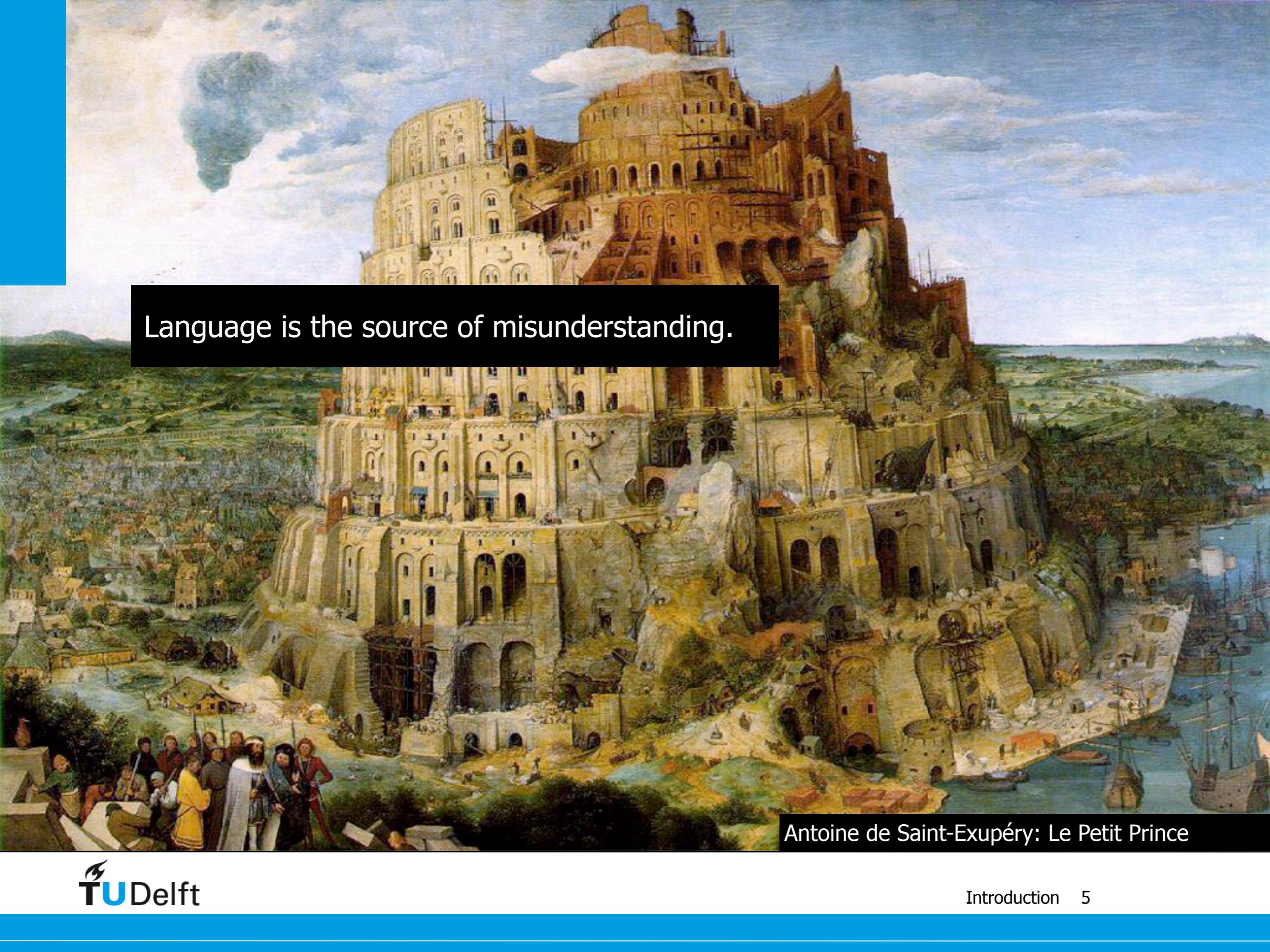
IV
organisation

I

software languages

A photograph showing a basketball coach in a dark suit and striped tie shouting at his players. He is leaning forward, mouth open. In the background, two players in white jerseys with orange and blue accents are looking down. One player has the number 10 and the other 2. A third player in a green jersey is partially visible. A black rectangular box covers the bottom center of the image.

language



Language is the source of misunderstanding.

Antoine de Saint-Exupéry: Le Petit Prince

Language is a

Edward Sapir: Language. An Introduction to the Study of Speech.

Language is a
purely **human** and non-instinctive method

Edward Sapir: Language. An Introduction to the Study of Speech.

Language is a
purely **human** and non-instinctive method
of **communicating**

Edward Sapir: Language. An Introduction to the Study of Speech.

Language is a
purely **human** and non-instinctive method
of **communicating**
ideas, emotions, and desires

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Language is a
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of **communicating**
ideas, emotions, and desires
by means of a **system**

Edward Sapir: Language. An Introduction to the Study of Speech.

Language is a
purely **human** and non-instinctive method
of **communicating**
ideas, emotions, and desires
by means of a **system**
of voluntarily produced **symbols.**

Edward Sapir: Language. An Introduction to the Study of Speech.

Language properties



Language properties

arbitrary



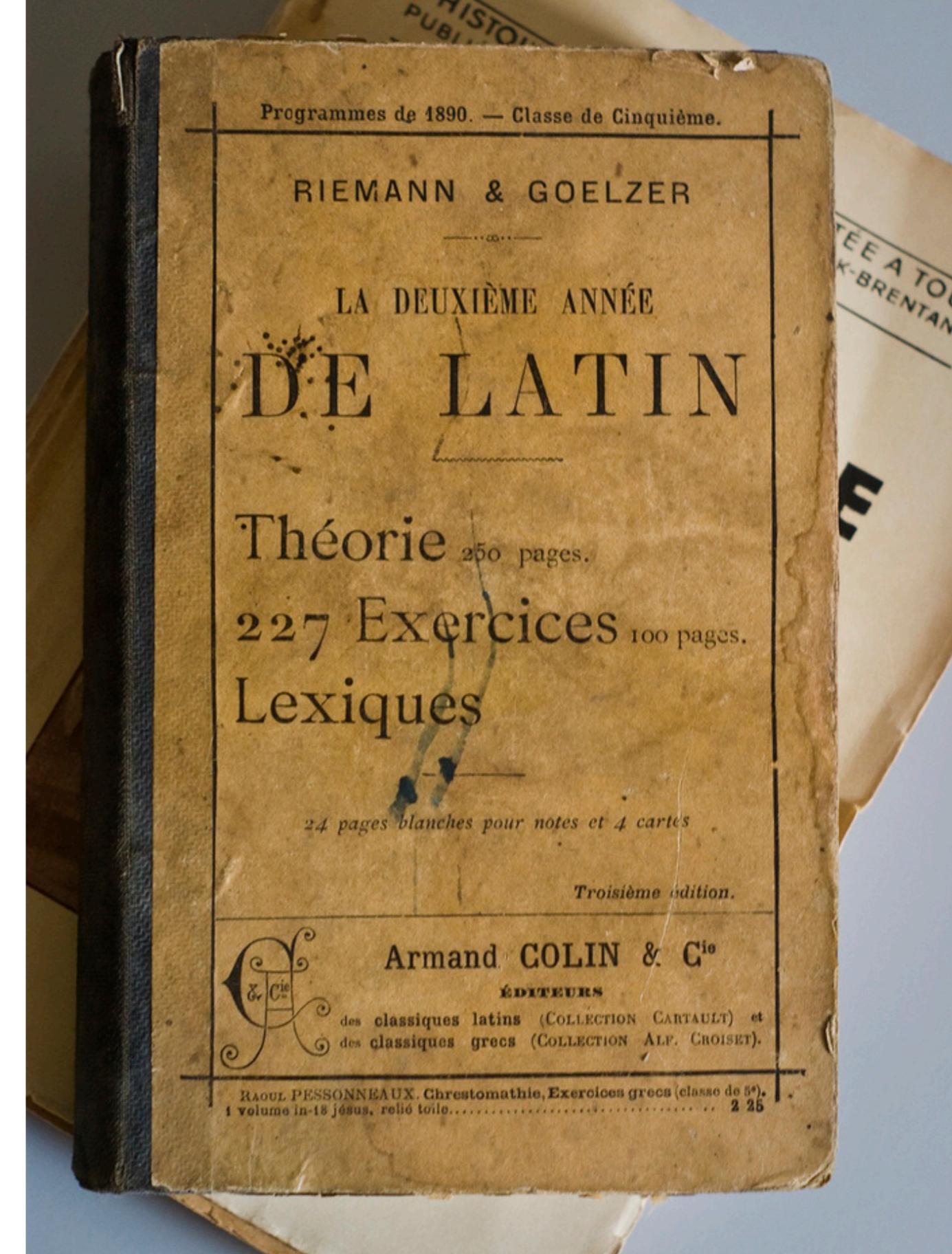
Language properties

arbitrary
symbolic



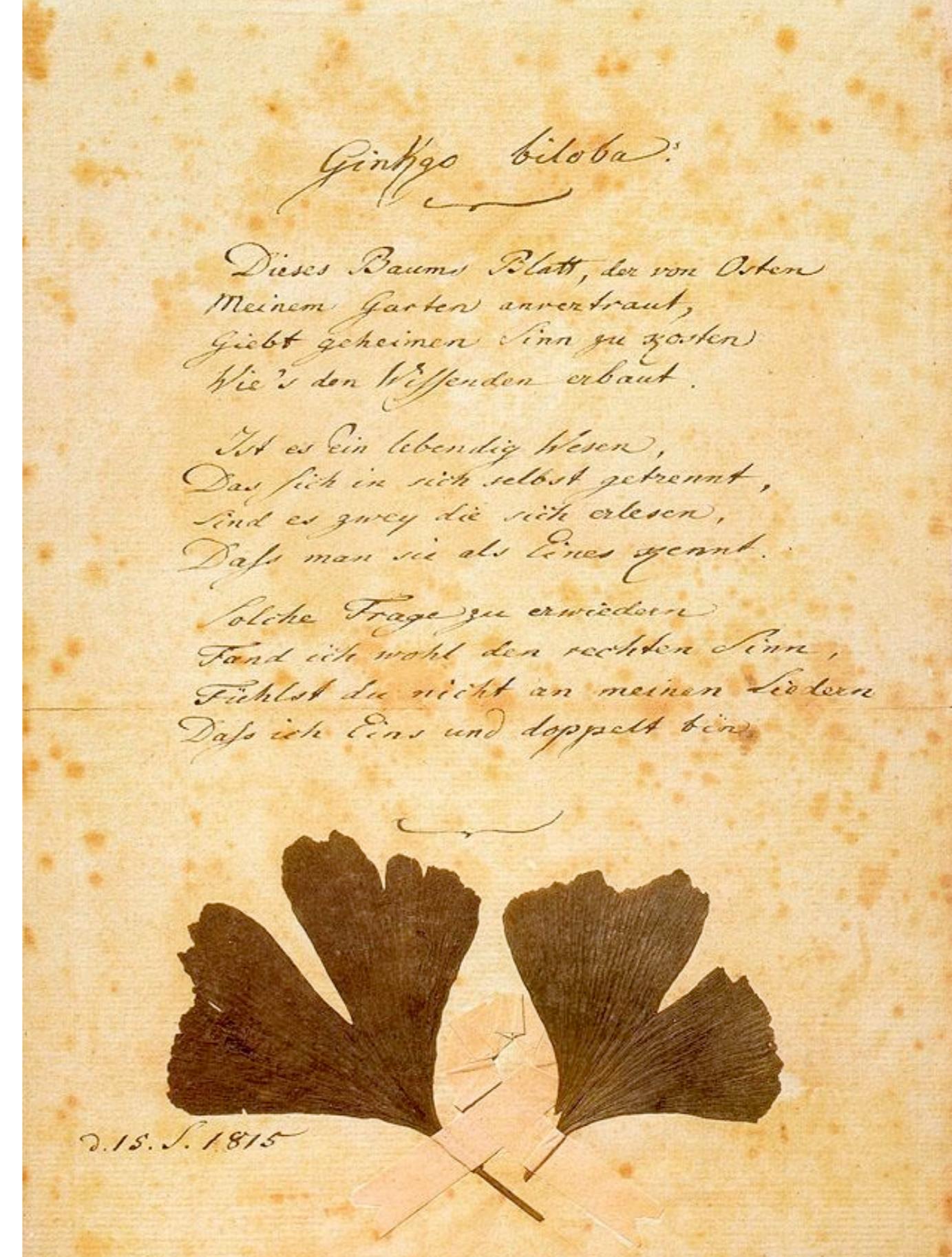
Language properties

arbitrary
symbolic
systematic



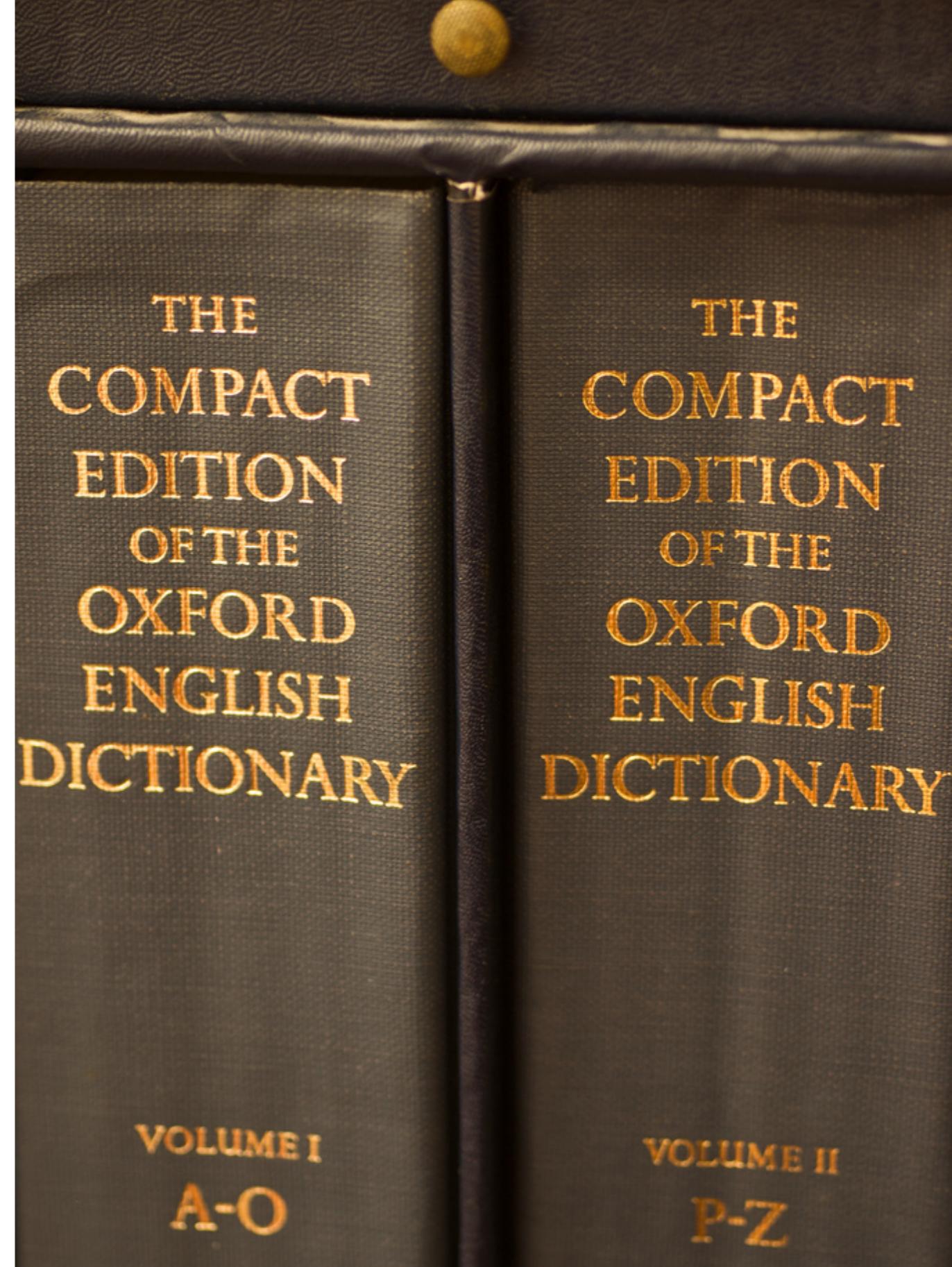
Language properties

arbitrary
symbolic
systematic
productive



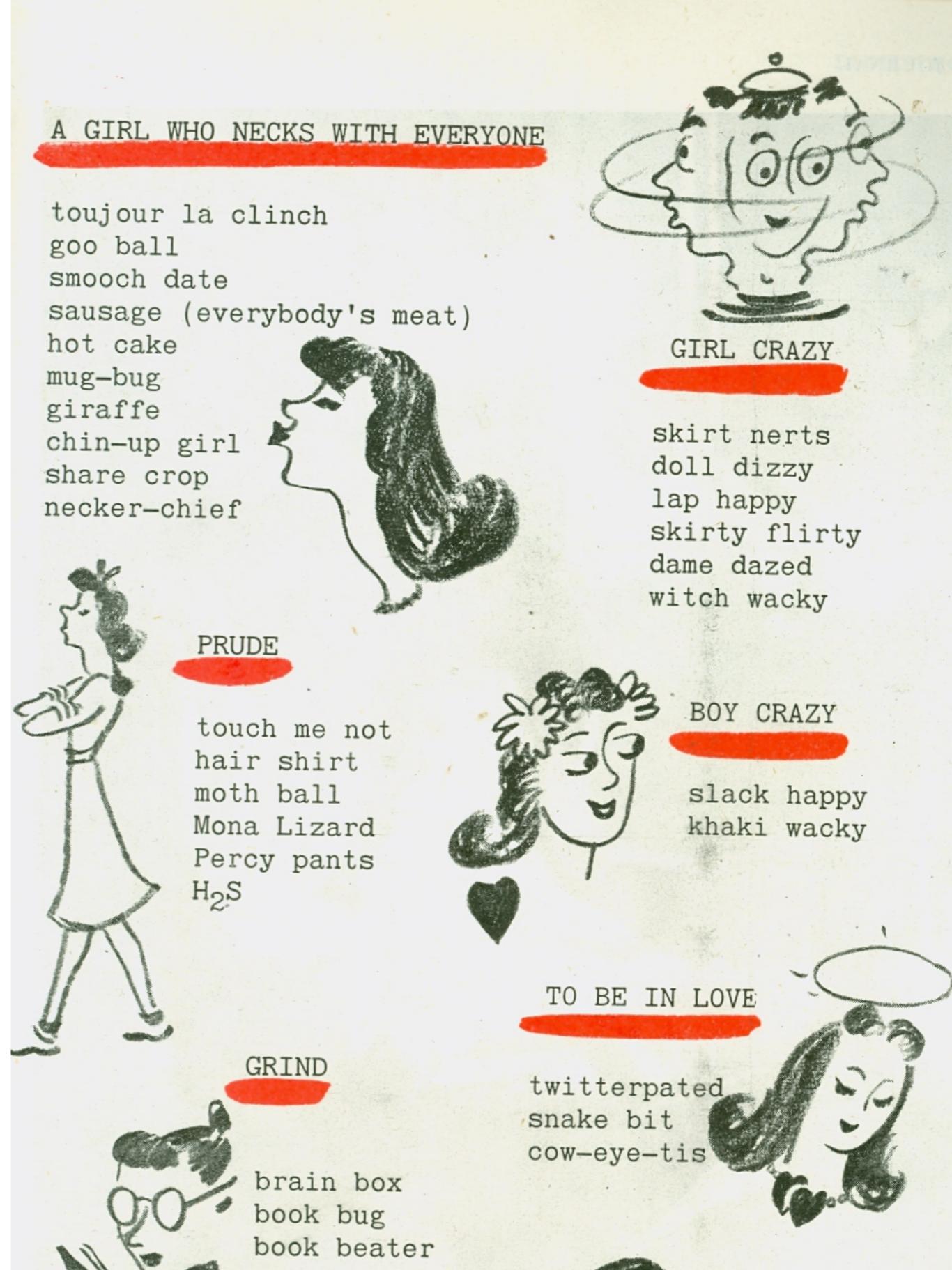
Language properties

arbitrary
symbolic
systematic
productive
non-instinctive



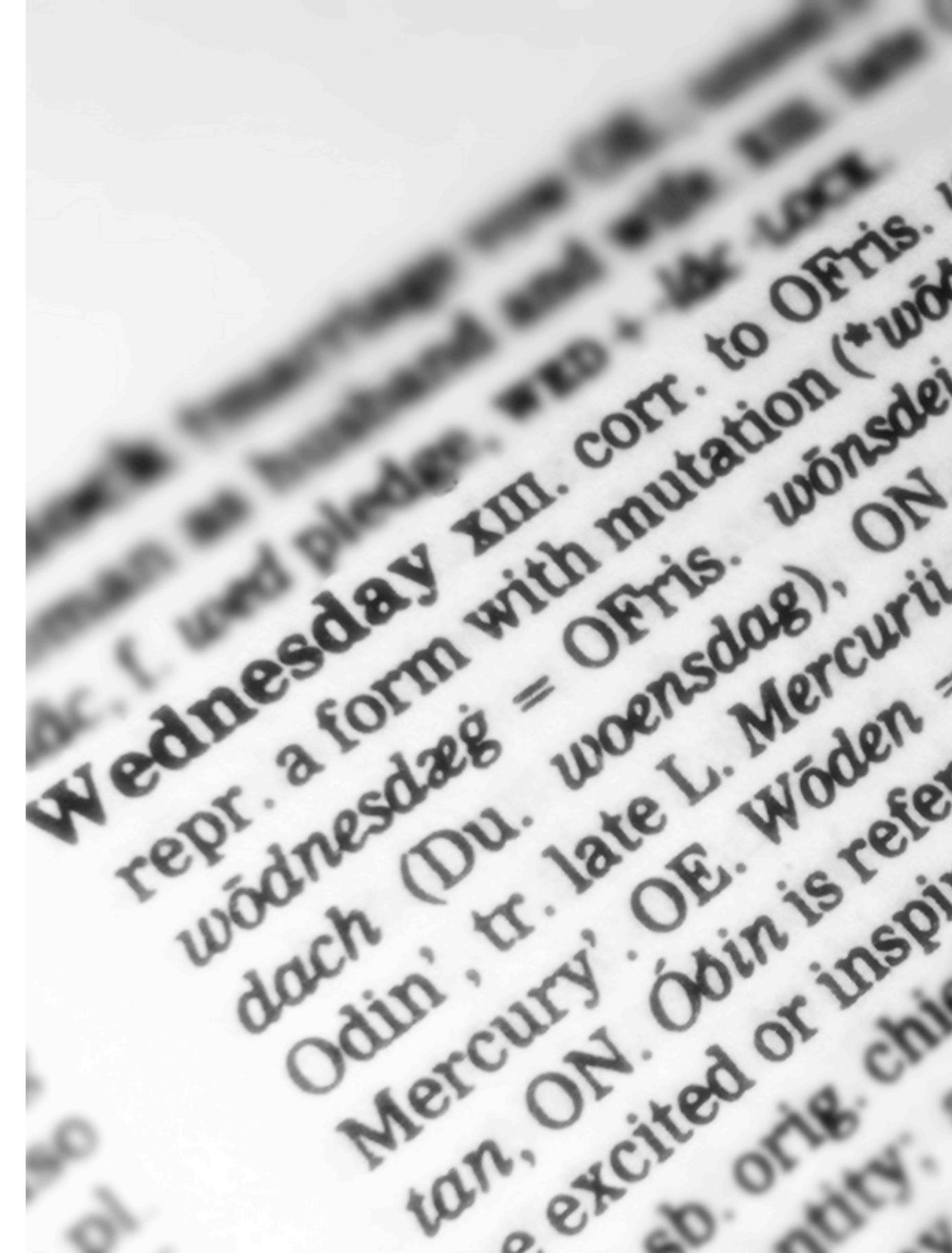
Language properties

- arbitrary
- symbolic
- systematic
- productive
- non-instinctive
- conventional



Language properties

- arbitrary
- symbolic
- systematic
- productive
- non-instinctive
- conventional
- modifiable



metalanguage facility



Study of Language

linguistics and friends

philosophy

Study of Language

linguistics and friends

philosophy

linguistics

- lexicology
- grammar
 - morphology
 - syntax
 - phonology
- semantics

Study of Language

linguistics and friends

philosophy

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interdisciplinary

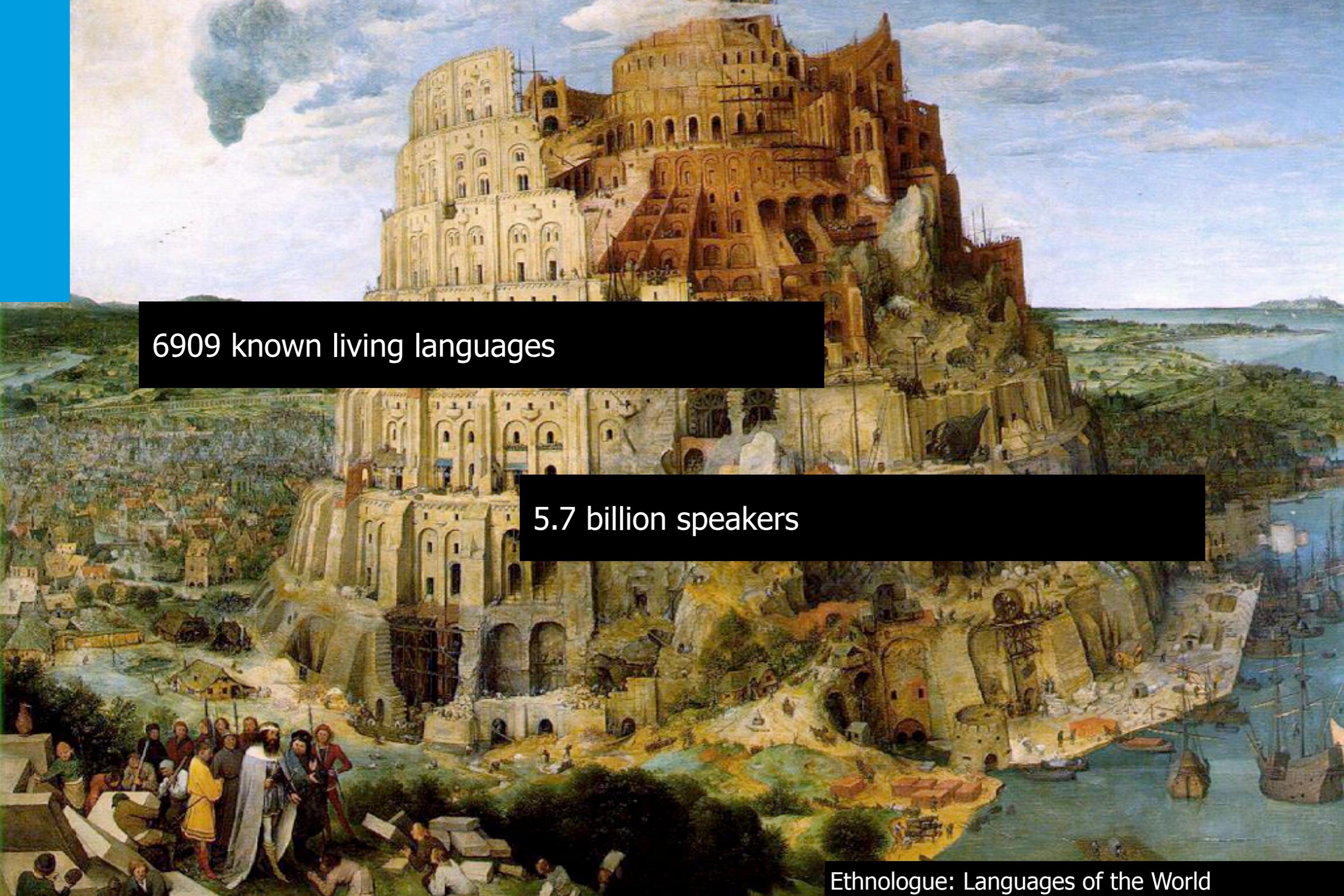
- applied linguistics
- computational linguistics
- historical linguistics
- neurolinguistics
- psycholinguistics
- sociolinguistics

What is a language?

A historical painting depicting a large naval fleet, likely Dutch, sailing across a choppy sea under a dramatic, cloudy sky. The ships are packed closely together, with many white sails visible against the blue water and grey clouds.

A language is a dialect with an army and navy.

Max Weinreich: YIVO Bleter 25(1)



6909 known living languages

5.7 billion speakers

Ethnologue: Languages of the World

Language Control towards artificial languages



Sanskrit Duden Simplified English

स लक्ष्यते विशेषात्
विकल्पात् रात्रे मिथुनं
अ मलात् सैरज्ये लक्षणः
ते देव्यात् रेत्योर्मिथुनं
अ विशेषात् लक्षणं लक्षणः
बेनोद्यात् च चिन्तात्
मला सैरज्ये बि मला सैरज्याः-



Language Control towards artificial languages

Sanskrit Duden Simplified English

Esperanto Ido Interlingua



с λέξια και σύνταξη.
Προσωρινή πλάση μίγια.
α πλατά σύγχρονη λέξη:
πέ δελγαρά βερεντρίγια.
α αρχειογλυφική λογοτεχνία.
βενόραντζα τα γιανδεμά.
πλατά σλεγκί πι πλατά σλεγκα:-



Language Control towards artificial languages

Sanskrit Duden Simplified English

Esperanto Ido Interlingua

Quenya Klingon Na'vi



С λαζλγახ დუდენიალკ
ნიკოლათ ბათს მიგიალ
ა მათალ ძევრე აკანხ:
ნა ძლევარა ჩერიზიალ
ა დეცხავლათ ათავეხ:
ხენიალნ ჯა კათხათ
თახი ძლევ ნი თახი ძლევა:-



Language Control towards artificial languages

Sanskrit Duden Simplified English

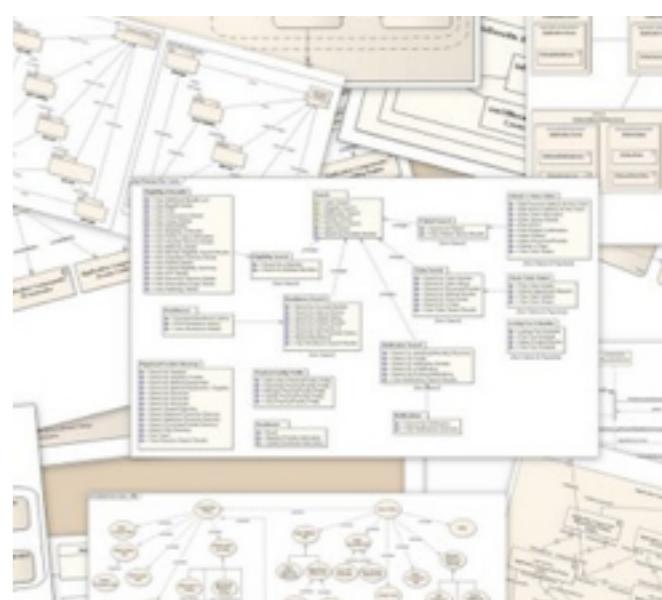
Esperanto Ido Interlingua

Quenya Klingon Na'vi

International Algebraic Language



с λέξια της αρχαίας ελληνικής
γλώσσας βλέπε μίγιατ
α μάθατε σύγχρονη λέξη:
τέλεια λέξη βεβαιωθεία
α αρχαία λέξη λαογέτε:
βενότερες τα γαλλικά¹
ταῦτα εἰπεῖτε τι ταῦτα εἰπεῖτε:-



Language Control towards artificial languages

Sanskrit Duden Simplified English

Esperanto Ido Interlingua

Quenya Klingon Na'vi

International Algebraic Language

Unified Modeling Language



С λαζλγახ დეკამორდ
ნიკოლა ბათუ მიგიარ
ა მათა ძევსე აკანხ:
ნე ძლევა ჩერცორიგიარ
ა დეცხავლათ ათავეხ-
ხინი ჯა კამხათ
თახ ძლევ ნი თახ ძლევა:-



To provide a means of communicating numerical
methods and other procedures between
people.

John W. Backus: The Syntax and Semantics of the Proposed International
Algebraic Language of Zürich ACM-GAMM Conference.

To provide a means of communicating numerical methods and other procedures between people.

To provide a means for realising a stated process on a variety of machines ...

John W. Backus: The Syntax and Semantics of the Proposed International Algebraic Language of Zürich ACM-GAMM Conference.

Software Languages

languages to engineer **software**



Guzdial Rose
Squeam
Open Personal Computing and Multimedia

DYBVIG THE SCHEME PROGRAMMING LANGUAGE

Nelson Systems Programming

Iodula-3

Lutz & Ascher

Learning Hon

Programmer Perl

Wall, Christiansen & Orwant

THIRD EDITION

Mind

The Craft of Functional Programming

ULLMAN

ELEMENTS

ML PR

PROGRAMMING

ML97 EDITION

The Little

Java

Java

Arnold Gosling

Programming Language

JAVA

Second Edi

Apple PRESS

The Java Ref Manual

Shalit

THE C++

STROUSTRUP



8512 software languages

Construction

Ada 95

KERNIGHAN • RITCHIE

THE C PROGRAMMING LANGUAGE

SECOND EDITION

Structures with

Ada 95

Encyclopedia of Computer Languages

Evans Data report 2009

Study of Language

linguistics and friends

philosophy

linguistics

- lexicology
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- morphology
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interdisciplinary

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Study of Language

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- sociolinguistics

computer science

- grammar
- semantics

Tiger

the lecture language

```
/* factorial function */

let

    var x := 0

    function fact(n : int) : int =
        if n < 1 then 1 else (n * fact(n - 1))

in

    for i := 1 to 3 do (
        x := x + fact(i);
        printint(x);
        print(" ")
    )

end
```



C

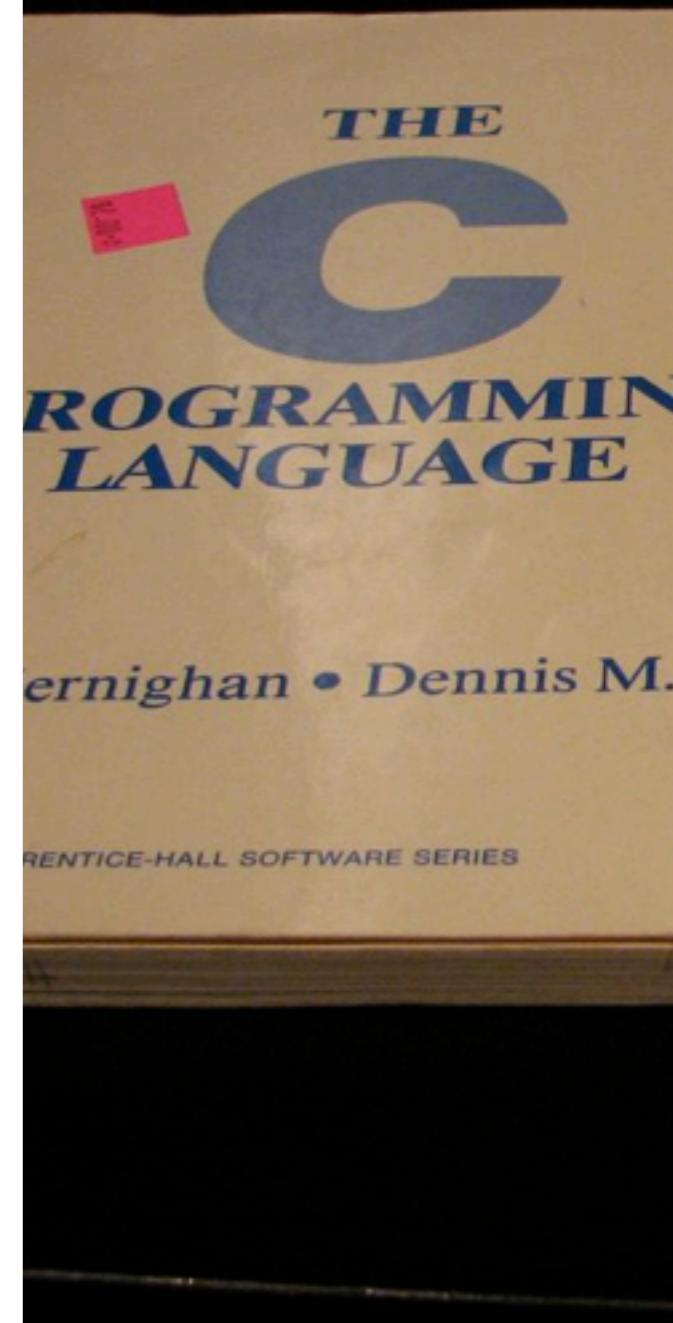
another lecture language

```
#include <stdio.h>

/* factorial function */

int fac(int num) {
    if (num < 1)
        return 1;
    else
        return num * fac(num - 1);
}

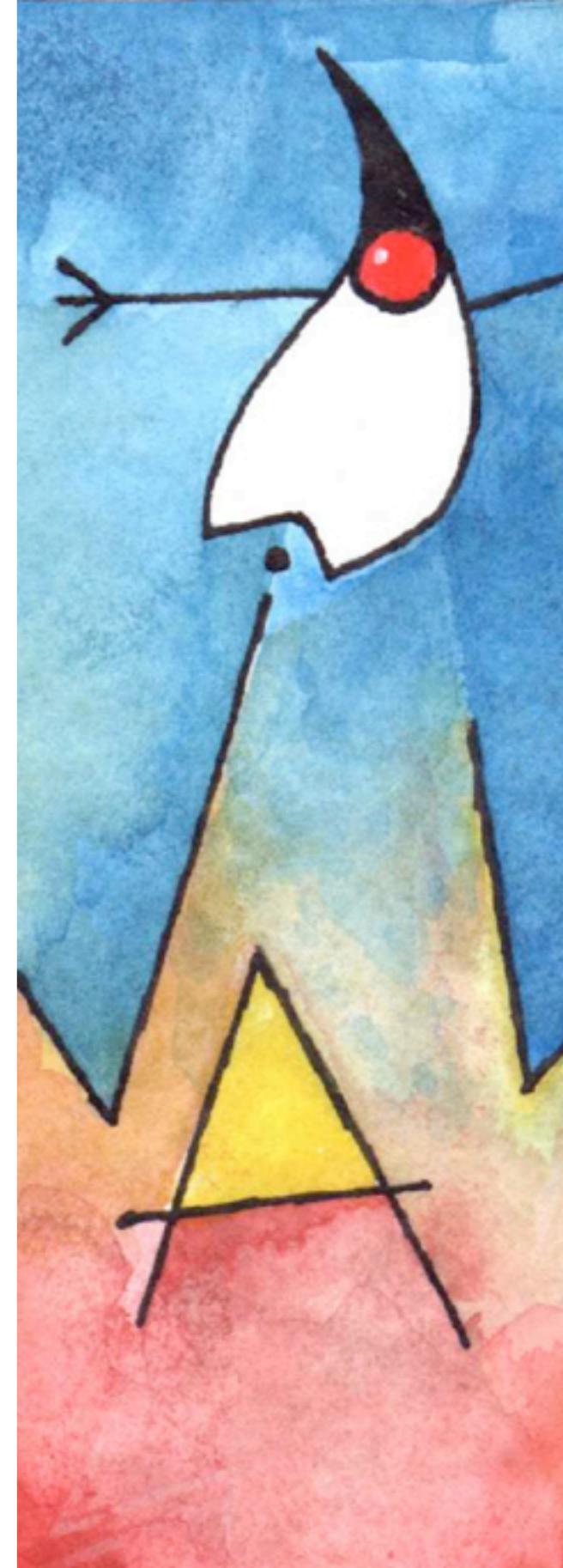
int main() {
    printf("%d! = %d\n", 10, fac(10));
    return 0;
}
```



MiniJava

the lab language

```
class Main {  
  
    public static void main(String[] args) {  
        System.out.println(new Fac().fac(10));  
    }  
}  
  
class Fac {  
  
    public int fac(int num) {  
        int num_aux;  
        if (num < 1)  
            num_aux = 1;  
        else  
            num_aux = num * this.fac(num - 1);  
        return num_aux;  
    }  
}
```



II

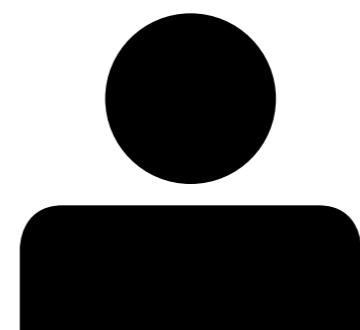
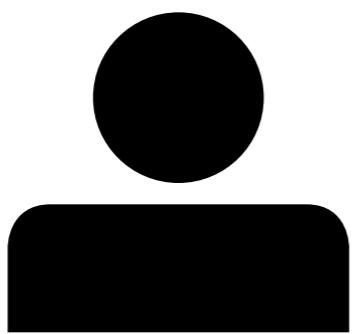
modern compilers

To provide a means of communicating numerical methods and other procedures between people.

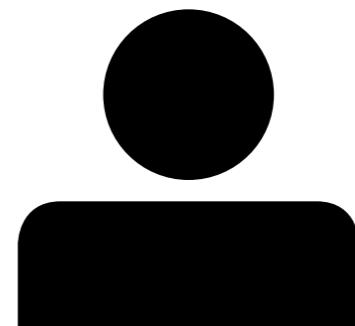
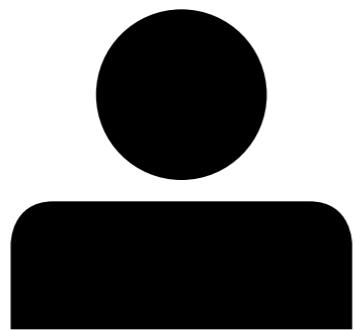
To provide a means for realising a stated process on a variety of machines ...

John W. Backus: The Syntax and Semantics of the Proposed International Algebraic Language of Zürich ACM-GAMM Conference.

Communication between people

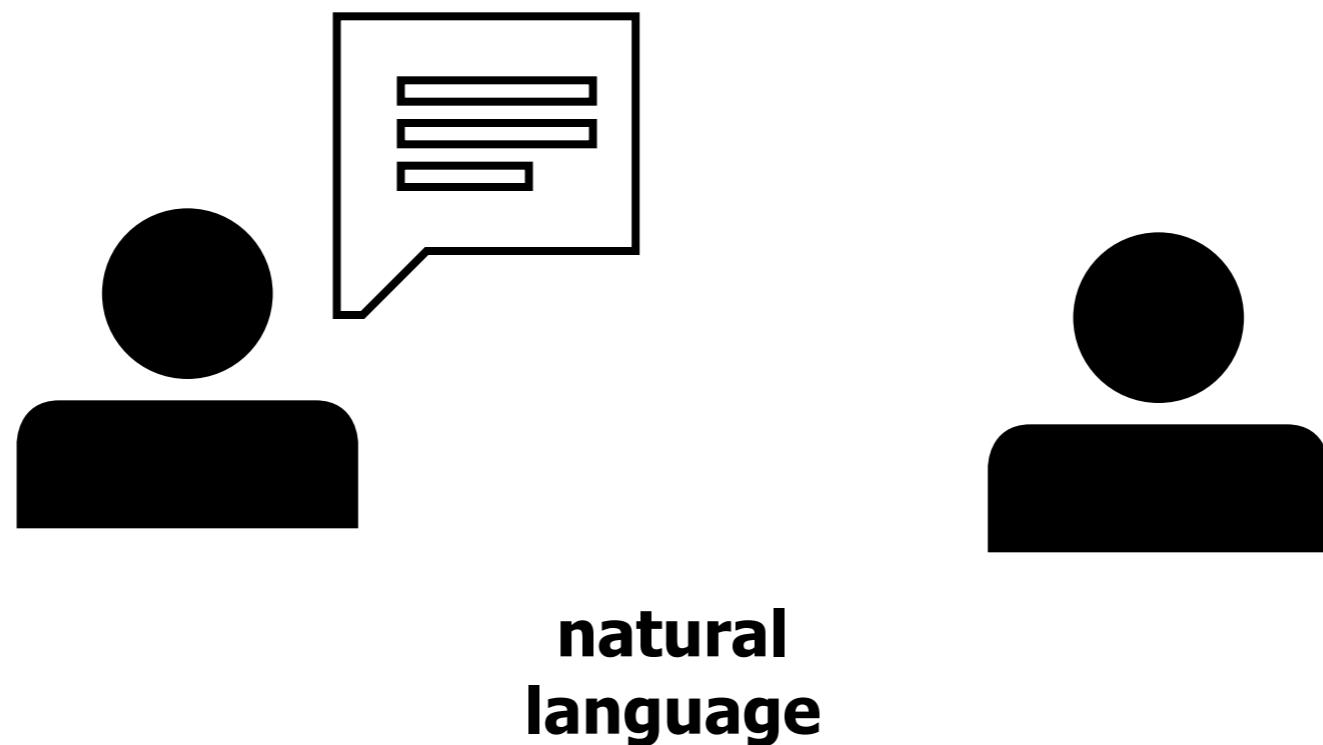


Communication between people

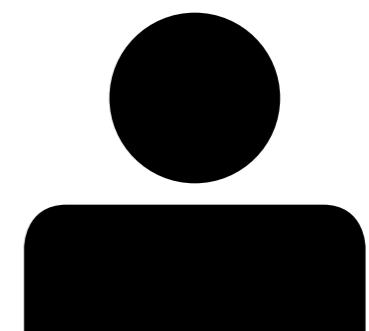
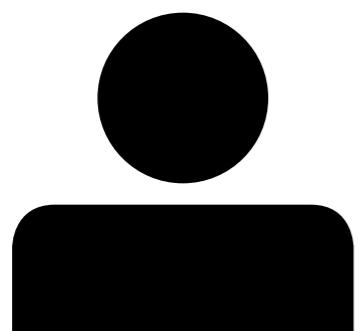


**natural
language**

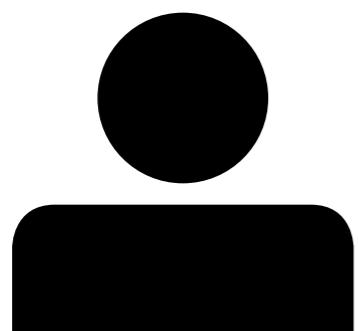
Communication between people



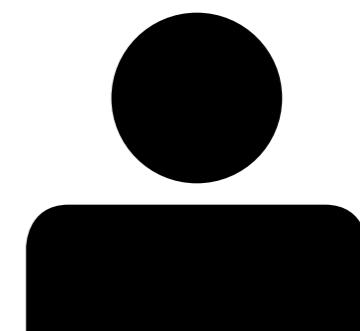
Communication translation



Communication translation



**natural
language**

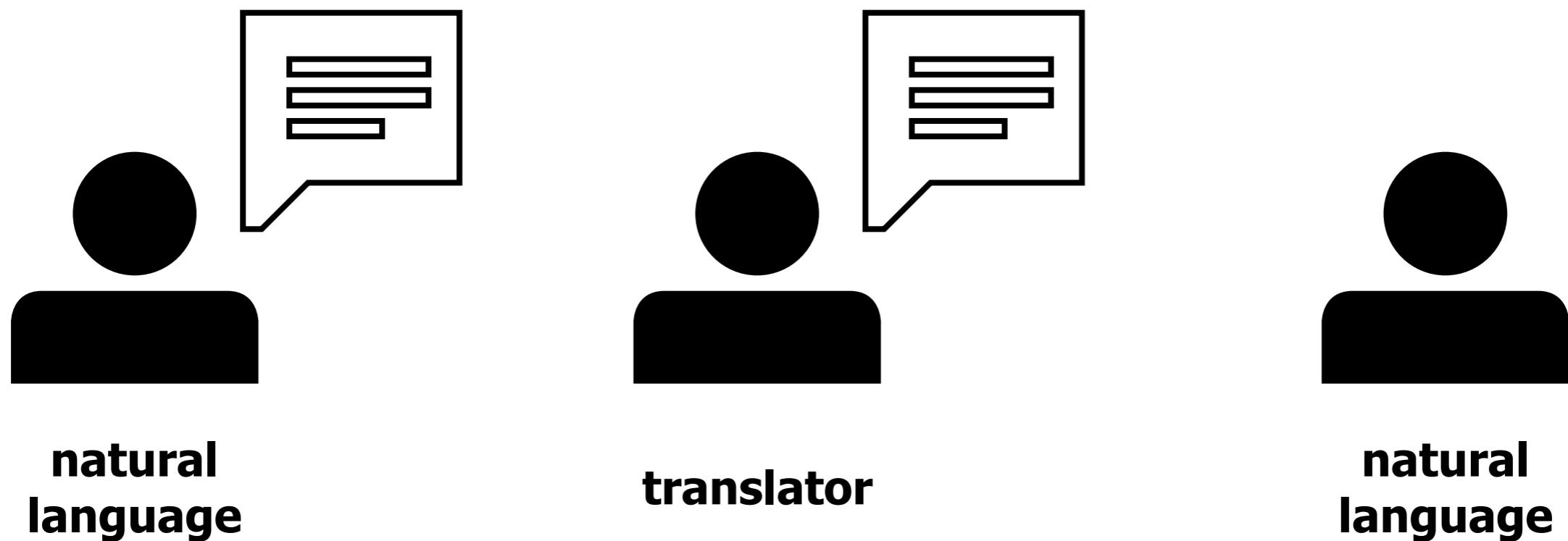


**natural
language**

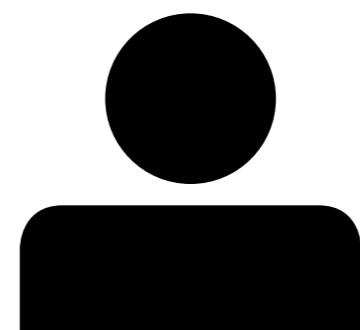
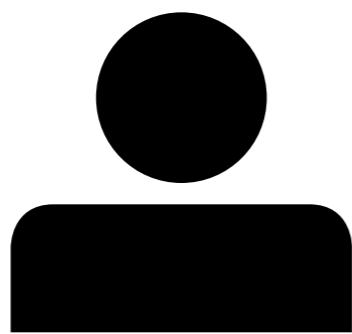
Communication translation



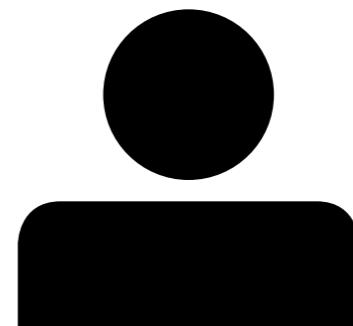
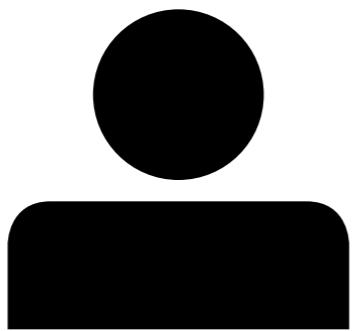
Communication translation



Communication software language

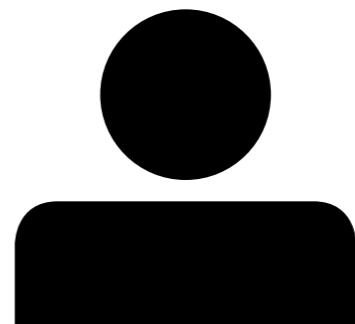
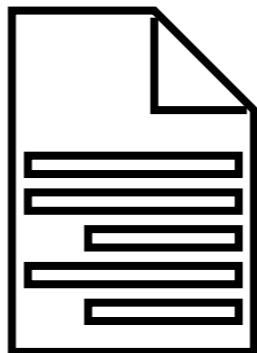
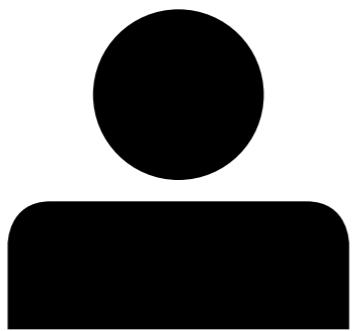


Communication software language



**software
language**

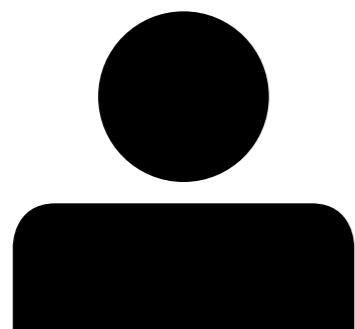
Communication software language



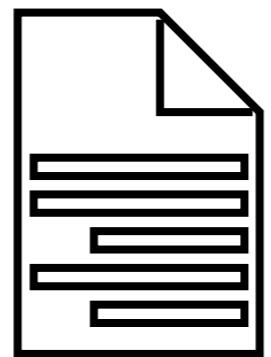
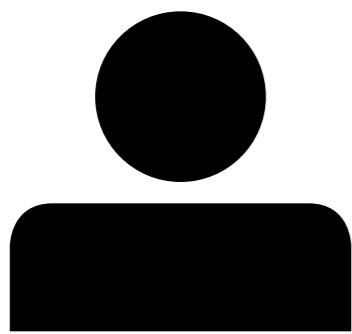
**software
language**

Communication

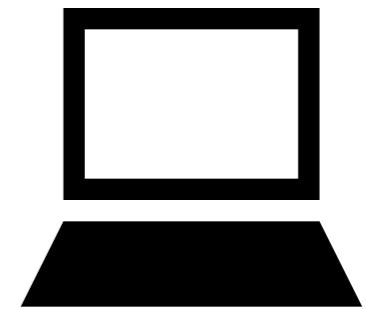
compilation



Communication compilation

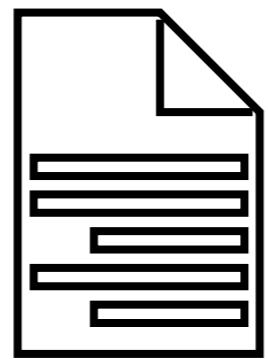
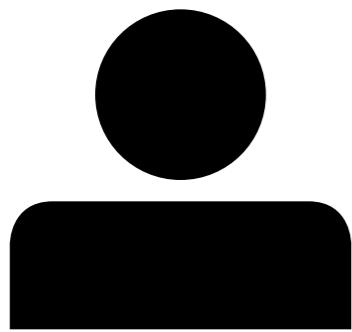


**software
language**

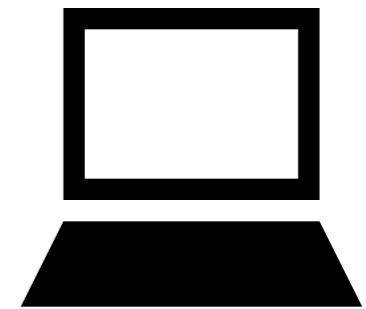


Communication

compilation



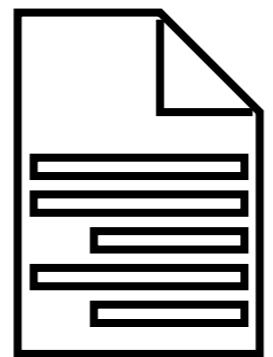
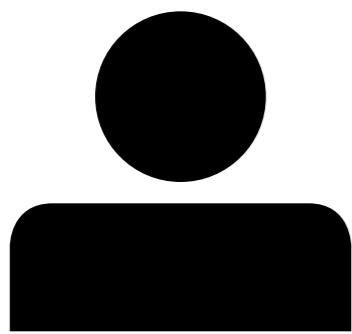
**software
language**



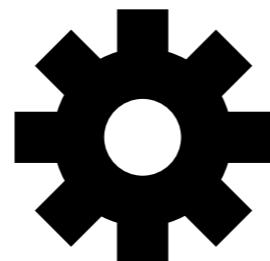
**machine
language**

Communication

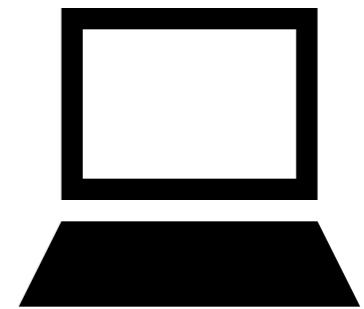
compilation



**software
language**



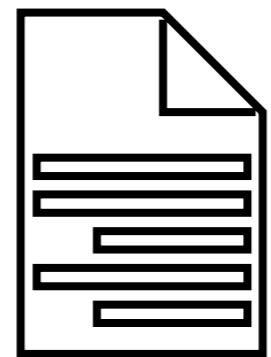
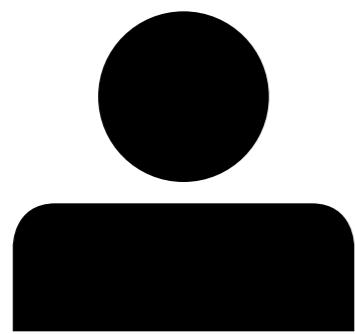
compiler



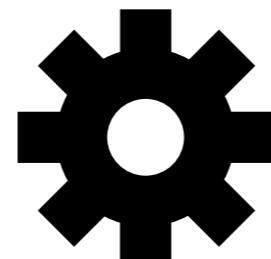
**machine
language**

Communication

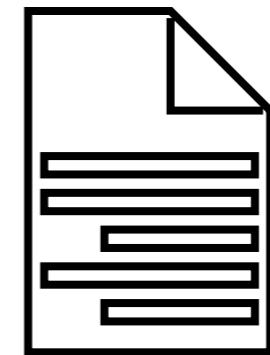
compilation



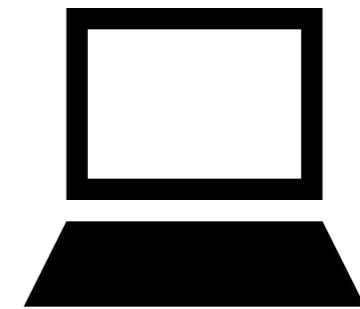
**software
language**



compiler



**machine
language**



Traditional Compilers

example

Traditional Compilers

example

Is

Course.java

Traditional Compilers

example

Is

[Course.java](#)

`javac -verbose Course.java`

```
[parsing started Course.java]
[parsing completed 8ms]
[loading java/lang/Object.class(java/lang:Object.class)]
[checking university.Course]
[wrote Course.class]
[total 411ms]
```

Traditional Compilers

example

Is

[Course.java](#)

`javac -verbose Course.java`

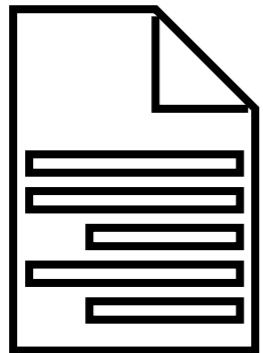
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Is

[Course.class](#) [Course.java](#)

Traditional Compilers

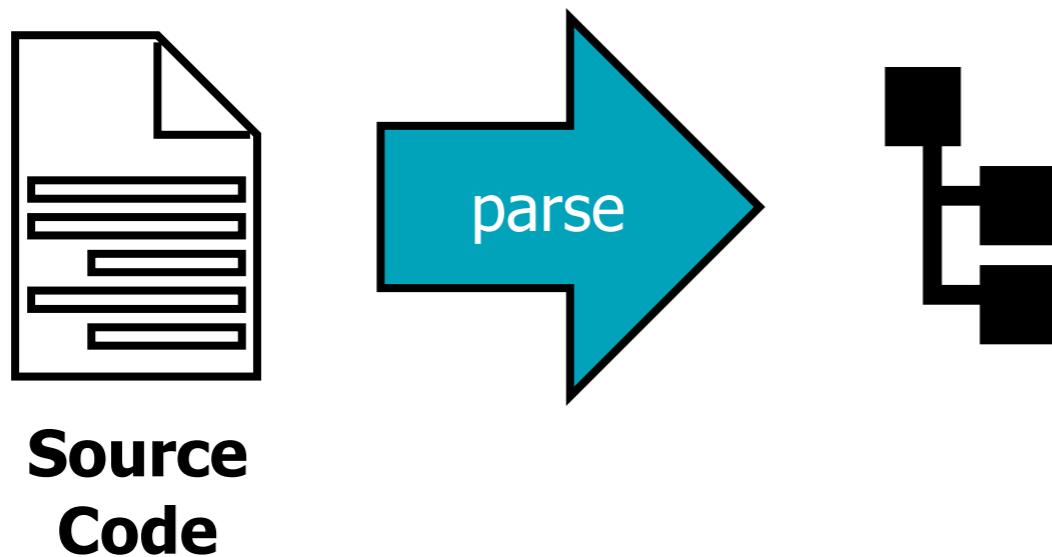
architecture



**Source
Code**

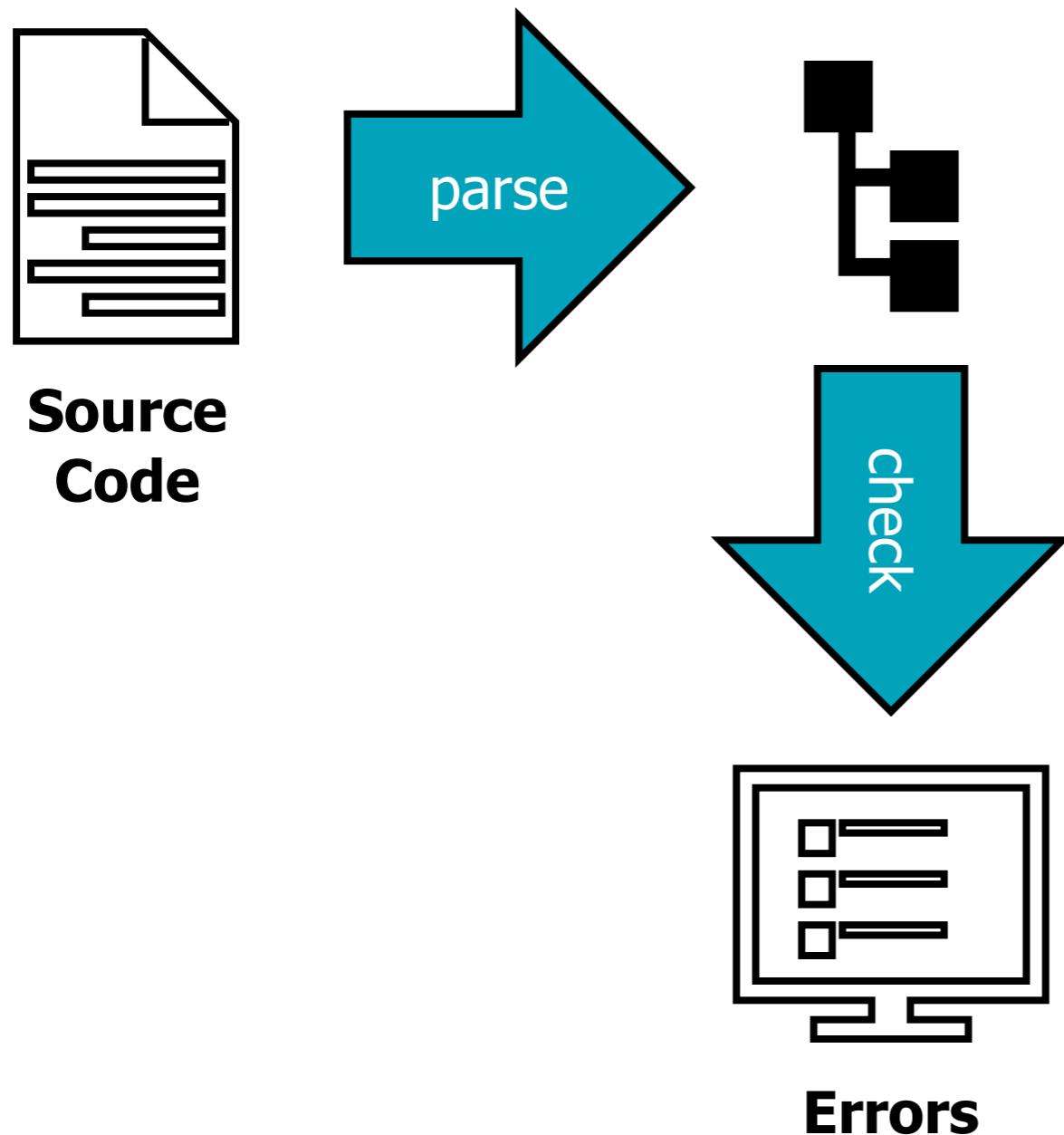
Traditional Compilers

architecture



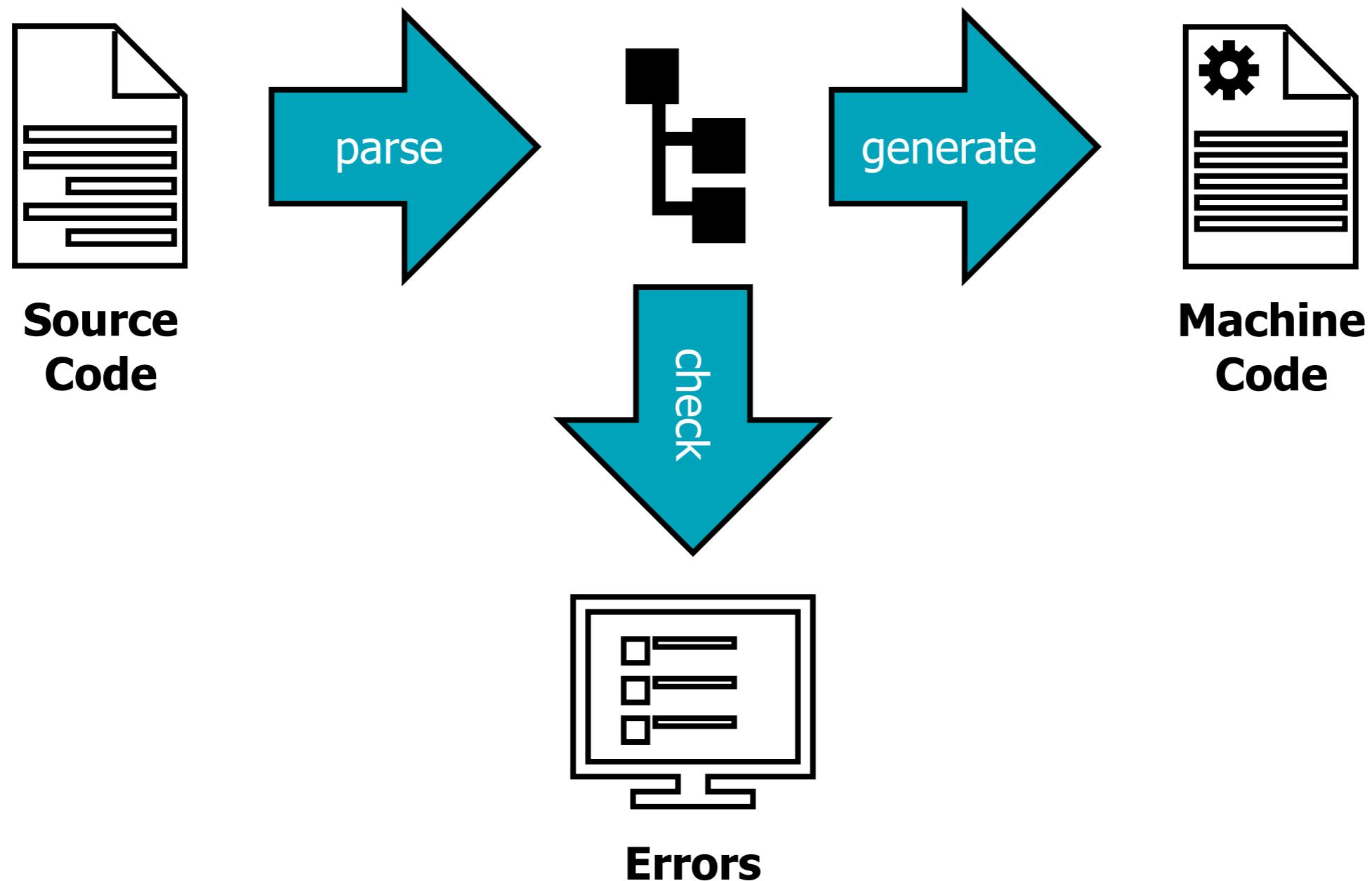
Traditional Compilers

architecture



Traditional Compilers

architecture



Modern Compilers in IDEs

example

Modern Compilers in IDEs

features

syntactic editor services

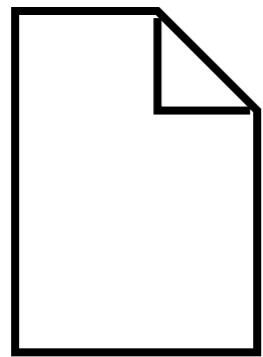
- syntax checking
- syntax highlighting
- outline view
- code folding
- bracket matching

semantic editor services

- error checking
- reference resolving
- hover help
- code completion
- refactoring

Modern Compilers in IDEs

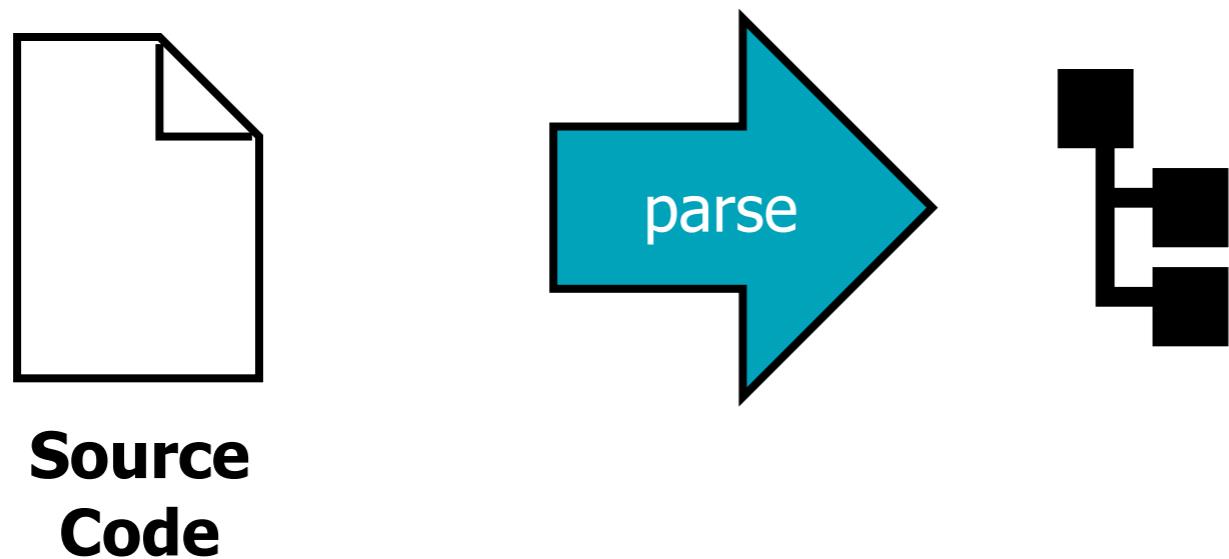
architecture



**Source
Code**

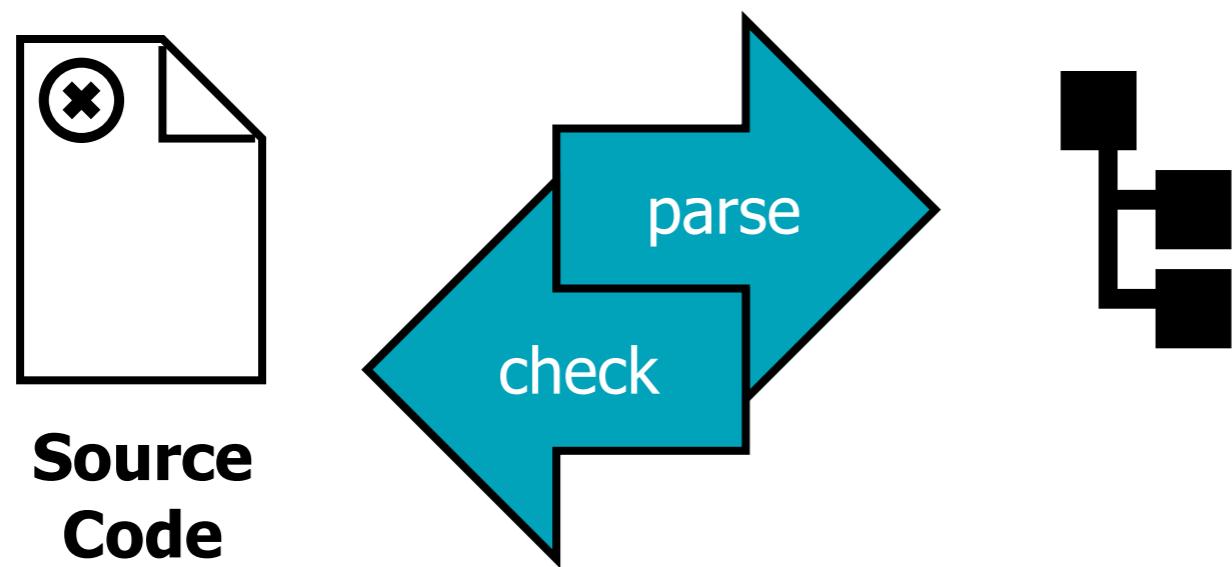
Modern Compilers in IDEs

architecture



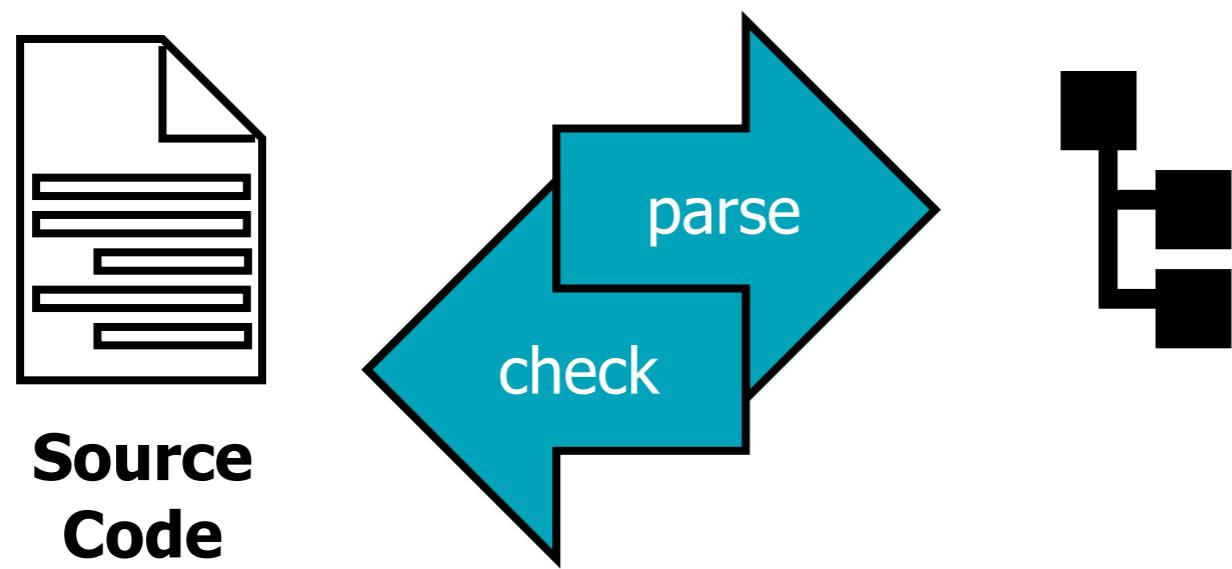
Modern Compilers in IDEs

architecture



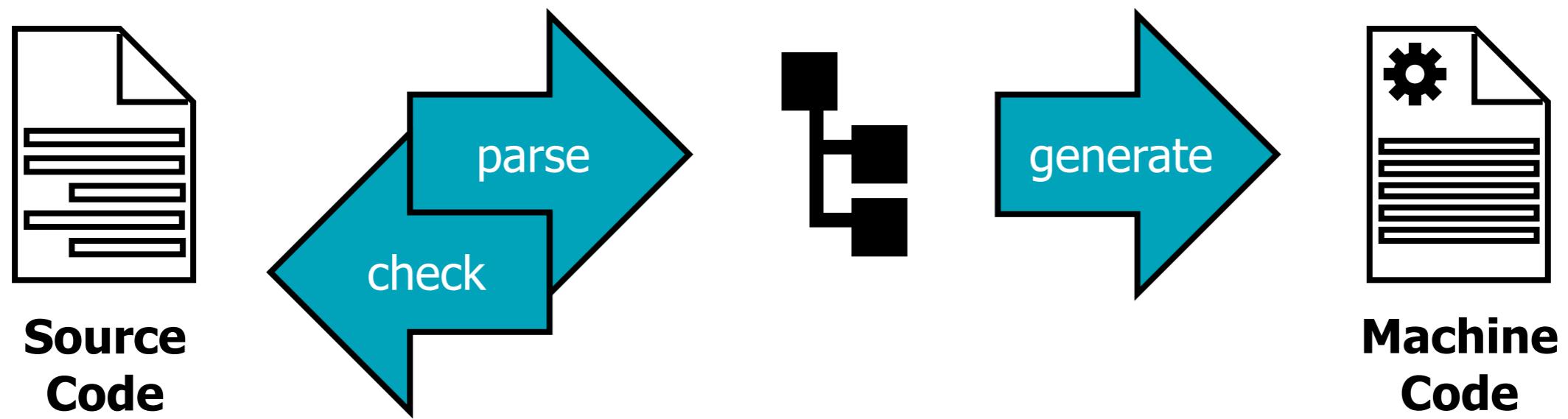
Modern Compilers in IDEs

architecture



Modern Compilers in IDEs

architecture



Language Processors

beyond compilation

syntax

- scanners
- parsers
- pretty-printers
- syntax-directed editors

semantics

- type checker
- analysis tools
- optimisers
- refactoring tools
- renovation tools
- interpreters
- code generators
- debuggers

Software Languages

languages to engineer **software**

pieces of **software** themselves

coffee break



III

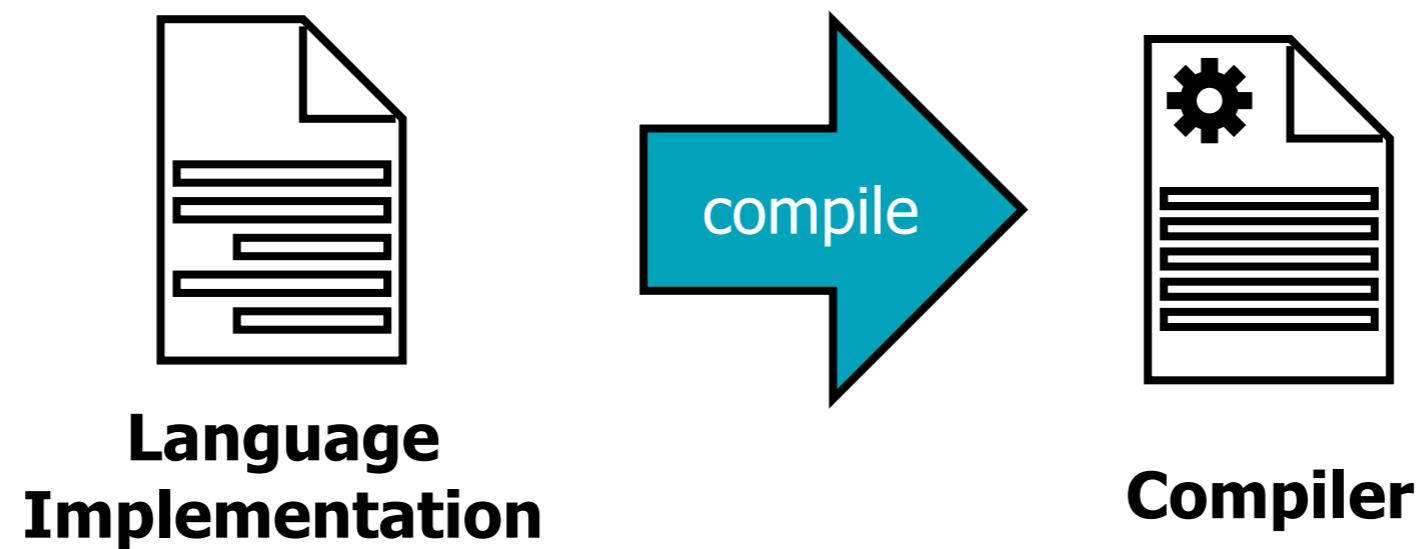
compiler construction

metalanguage facility



Traditional Compiler Compilers

manual implementation



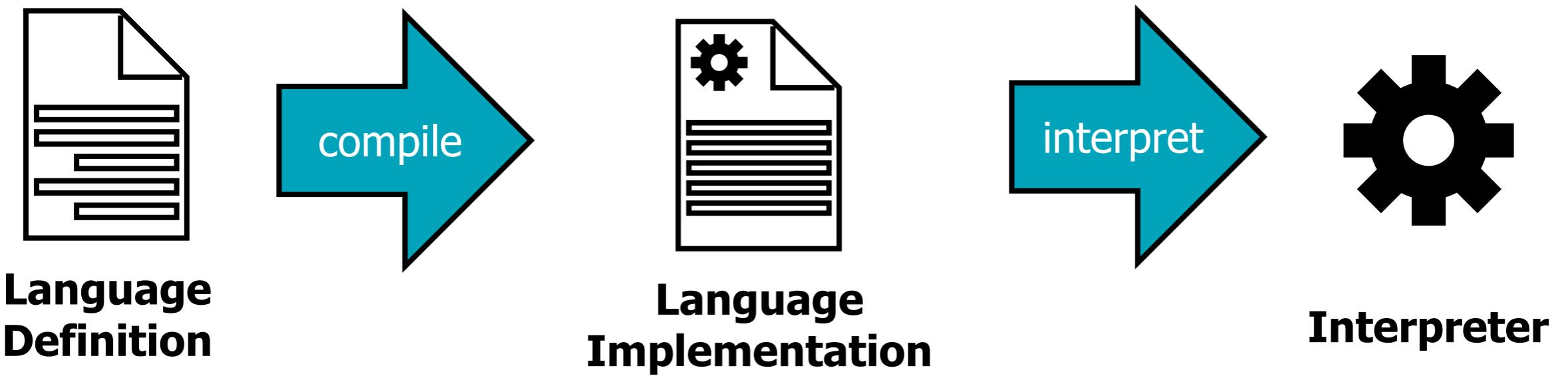
Traditional Compiler Compilers

compilation + compilation



Traditional Compiler Compilers

compilation + interpretation



Language Definition components

syntax definition

- concrete syntax
- abstract syntax

static semantics

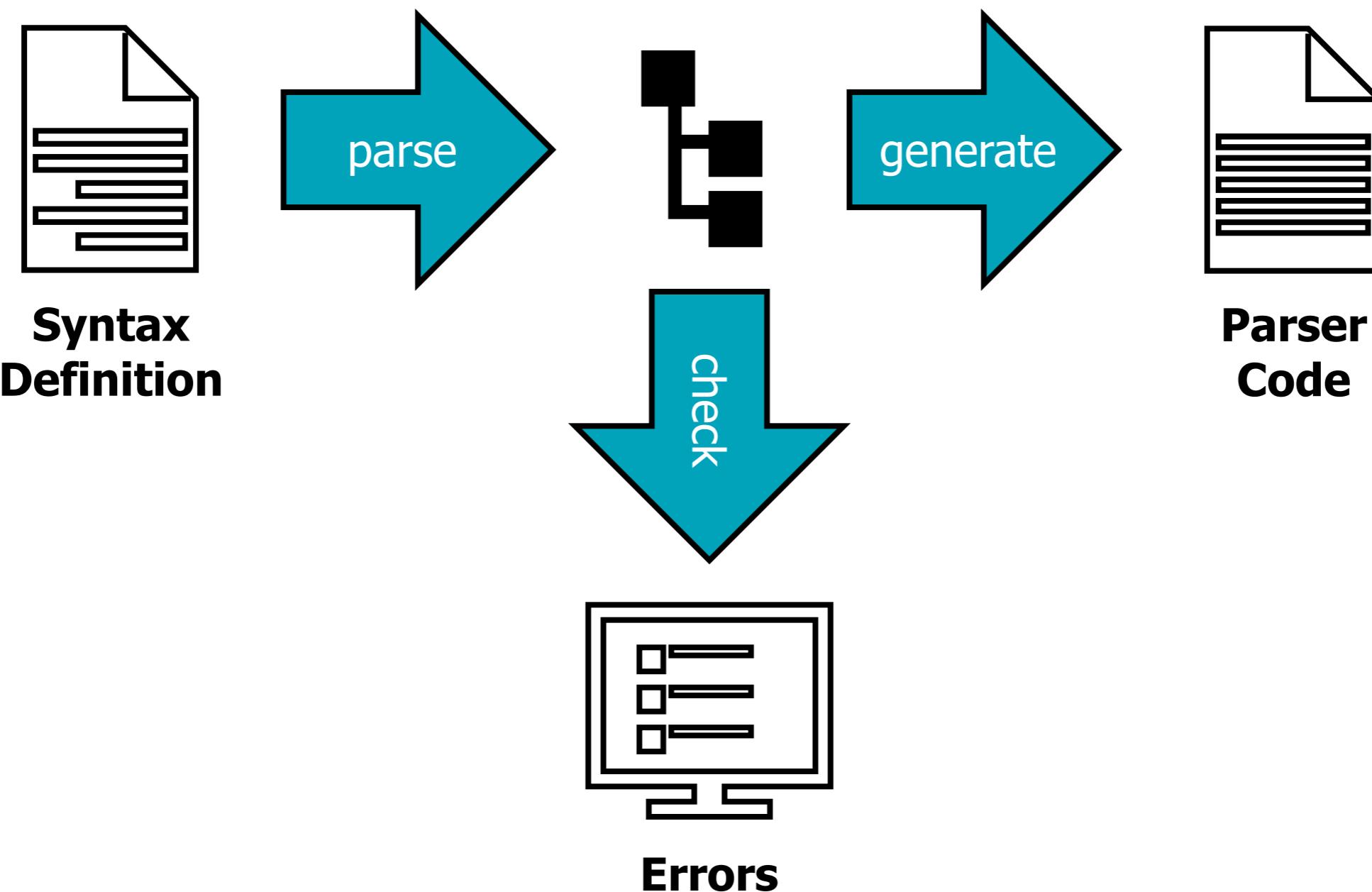
- name bindings
- type analysis

dynamic semantics

- translation
- interpretation

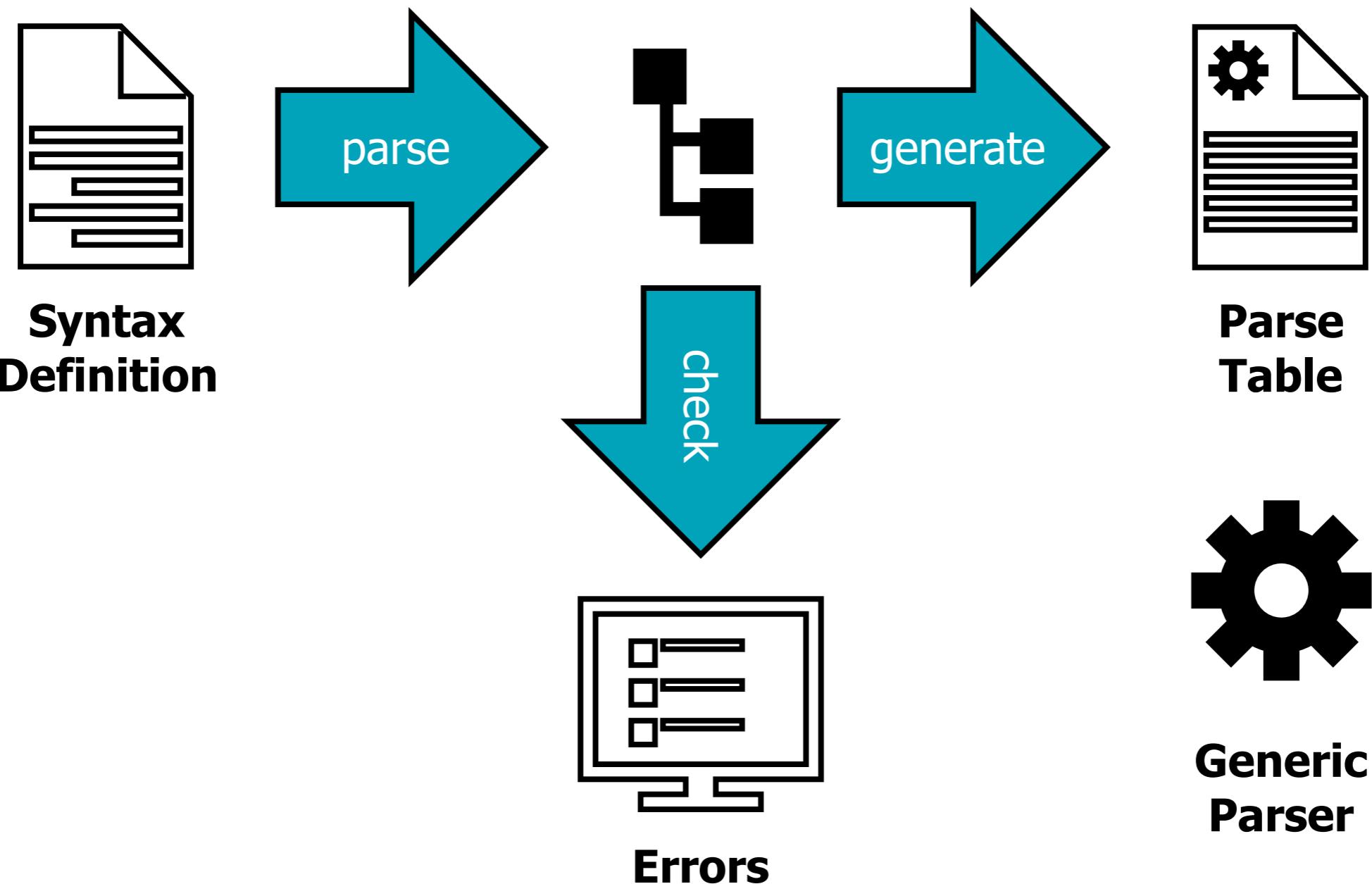
Traditional Compiler Compilers

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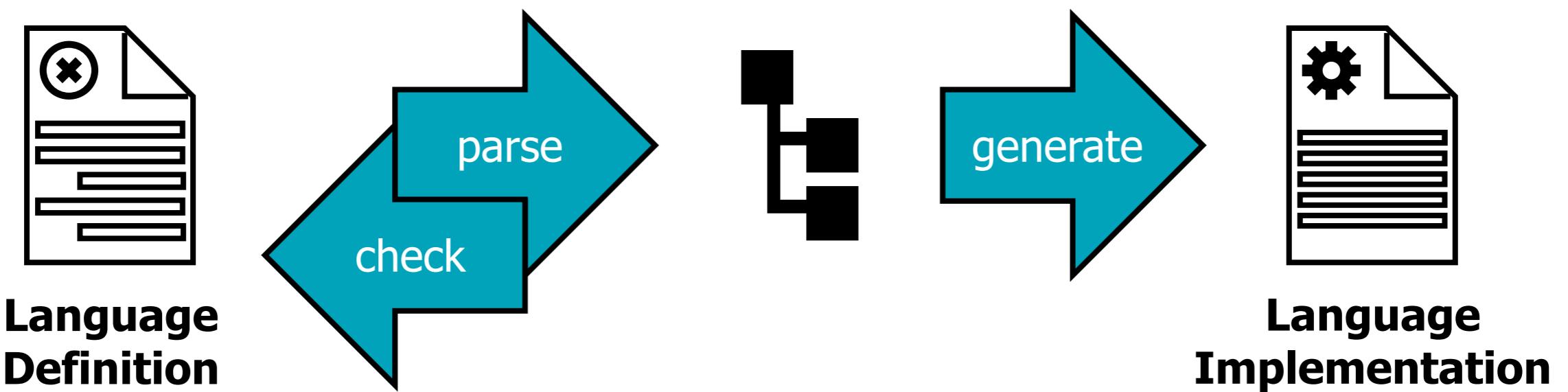
Traditional Compiler Compilers

compilation + interpretation



Language Workbenches

architecture



Spoofax

the lecture & lab language workbench

based on IMP framework by IBM Research
syntax definition

- declarative meta-languages
- modular syntax definitions

semantics

- declarative transformation languages
- operating on ASTs
- rewrite rules, strategies

editor services

- declarative configuration languages

IV

organisation

Organisation overview

Blackboard

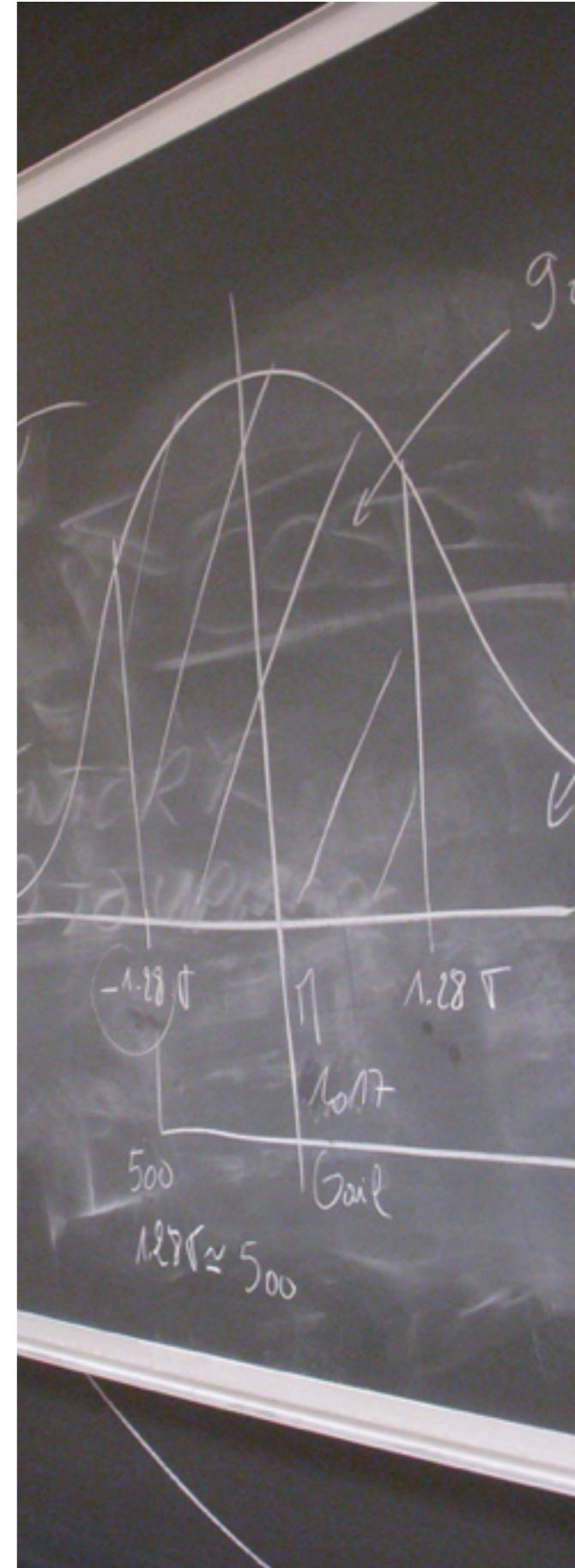
<http://blackboard.tudelft.nl>

course

- 15 lectures
- 14 lab sessions

assessment

- weekly lab assignments
- written exam Jan 28



Organisation contact

lectures & lab sessions

office

HB 08.040, Mekelweg 4

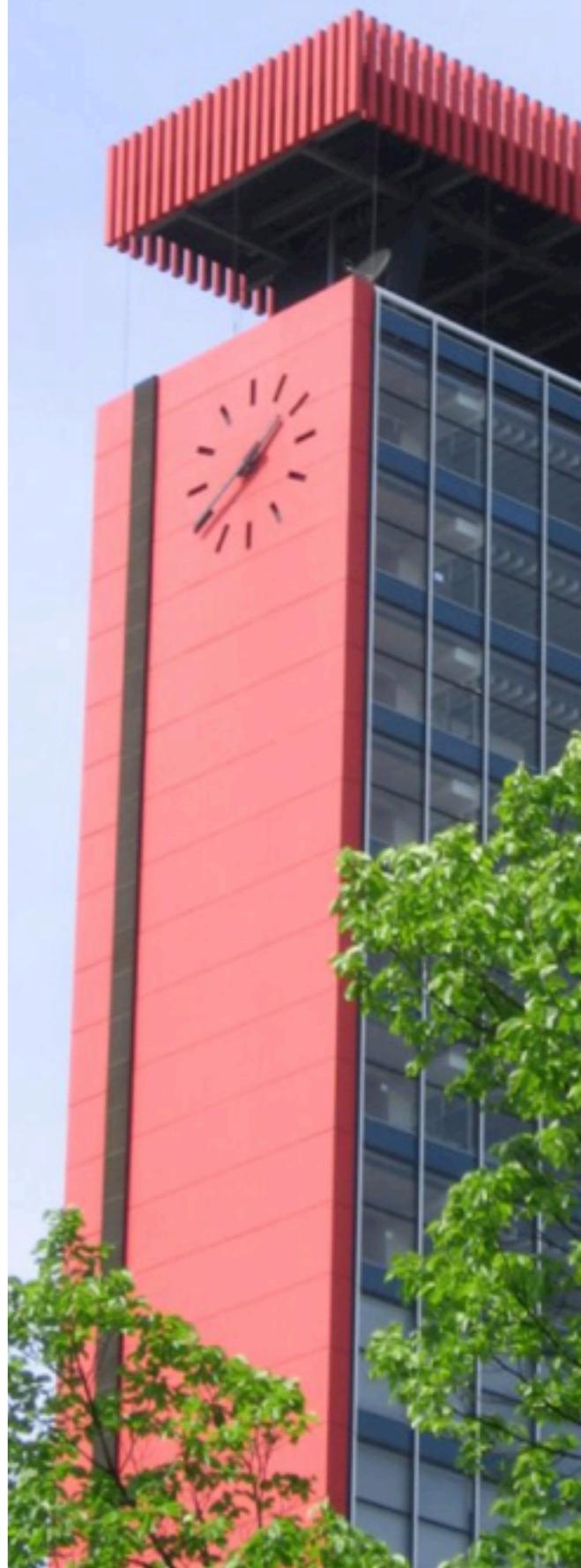
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G.H.Wachsmuth@tudelft.nl

twitter

<http://twitter.com/IN4303>

<http://twitter.com/guwac>



Organisation lectures

lectures

- 1 + 8 + 5 + 1 lectures
- starting [Sep 9](#)

parts

- introduction (2 lectures)
- declarative language definition (6)
- implementing imperative and object-oriented languages (4)
- compiler components and their generators (3)



Organisation assignments

practical work

- 1 + 6 + 7 lab sessions
- starting [Sep 12](#)

milestones

- editor (3 labs)
- name + type analysis + error checking (5)
- code generator (5)



Organisation resources

text book

Andrew W. Appel, Jens Palsberg: Modern Compiler Implementation in Java, 2nd Edition. Cambridge University Press, 2002

papers

<http://researchr.org/bibliography/compiler-construction>

software

<http://eclipse.org>

<http://spoofax.org>

<http://strategoxt.org>

V

summary

Summary

lessons learned

Summary lessons learned

What are software languages?

- computer-processable artificial languages used in software eng.
- pieces of software

Summary lessons learned

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What is a compiler?

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How is this course organised?

Literature

learn more

Literature

[learn more](#)

language

Edward Sapir. Language. An Introduction to the Study of Speech. 1921

M. Paul Lewis, editor. Ethnologue: Languages of the World. 2009

Literature

[learn more](#)

language

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MiniJava and Tiger

Andrew W. Appel, Jens Palsberg: Modern Compiler Implementation in Java. Cambridge University Press

Andrew W. Appel: Modern Compiler Implementation in ML.

Literature

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language

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M. Paul Lewis, editor. Ethnologue: Languages of the World. 2009

MiniJava and Tiger

Andrew W. Appel, Jens Palsberg: Modern Compiler Implementation in Java. Cambridge University Press

Andrew W. Appel: Modern Compiler Implementation in ML.

Spoofax

Lennart C. L. Kats, Eelco Visser. The Spoofax Language Workbench. Rules for Declarative Specification of Languages and IDEs. OOPSLA 2010

Outlook

coming next

imperative & OO programming languages

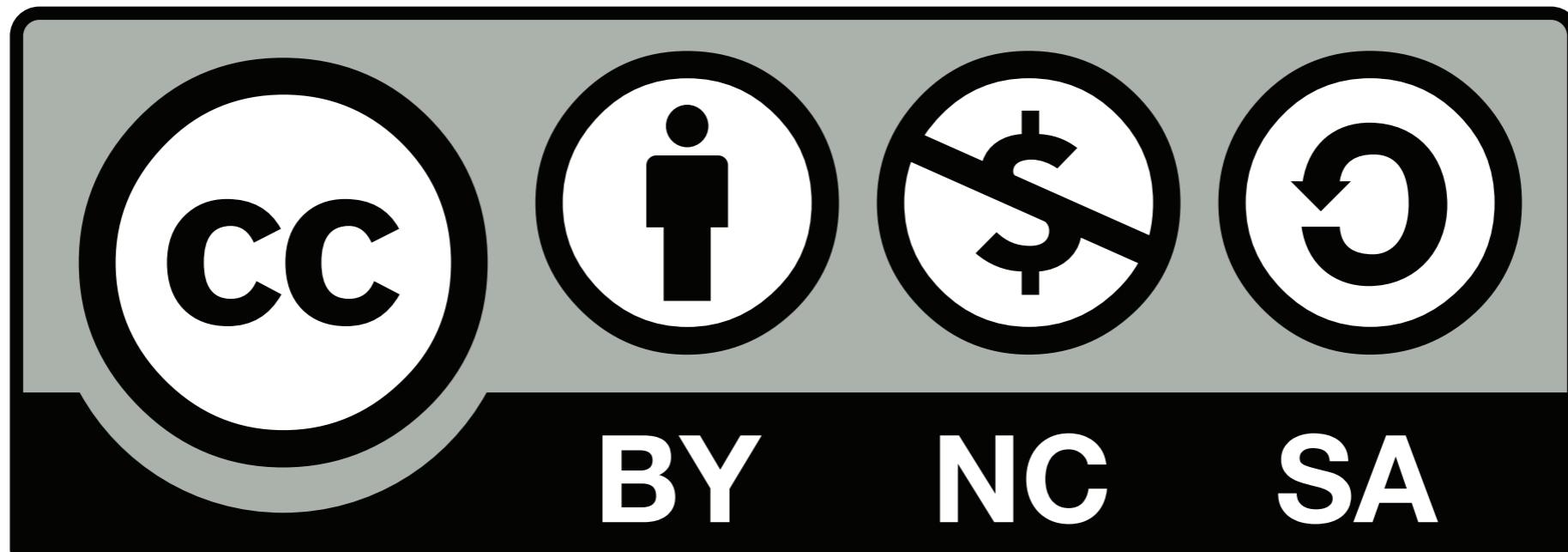
declarative language definition

- Lecture 1: Grammars and Trees
- Lecture 2: SDF and ATerms
- Lecture 3: Term Rewriting
- Lecture 4: Static Analysis and Error Checking
- Lecture 5: Code Generation

Lab Sep 12

- get used to Eclipse, Spoofax, and MiniJava
- explore an Spoofax project





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