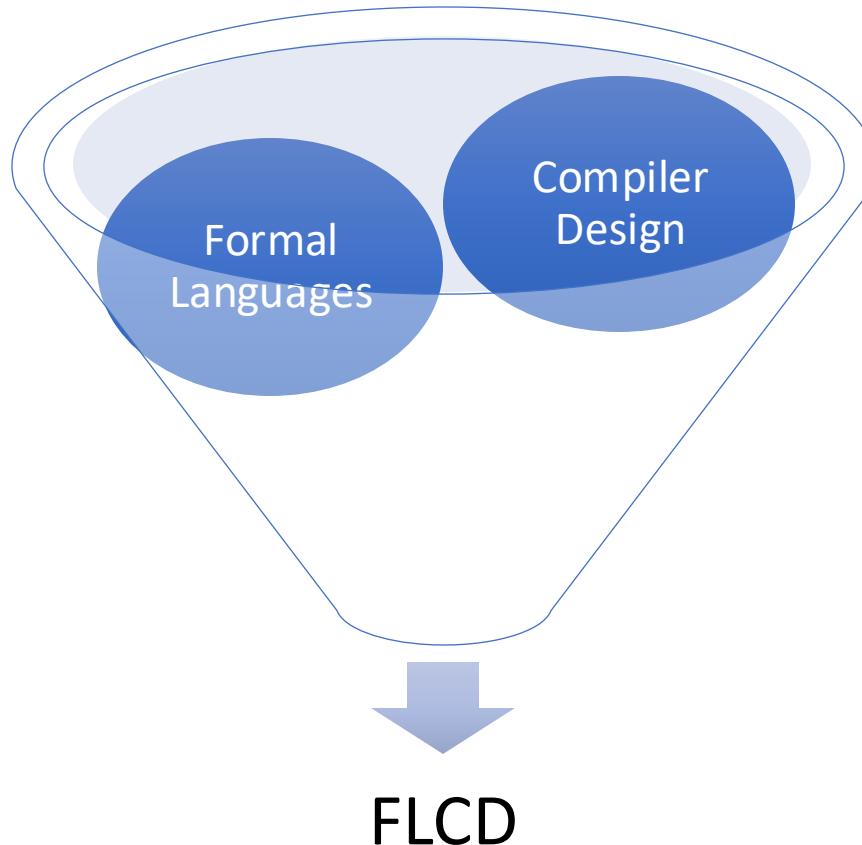


Formal Languages and Compiler Design

Simona Motogna

Why?

- Historical reasons
- Be a better programmer
- Performant algorithms



Organization Issues

- Course – 2 h/ week
- Seminar – 2h/week
- Laboratory - 2 h/week

10 presences – seminar (75%)
12 presences – lab (80%)

PRESENCE IS MANDATORY

Most interesting stuff for students

- **MsTeams** – communication channel, code: **s0bgl6w**
 - All course resources
 - Lab assignments
 - communication
- **Github classroom:** [formal-languages-and-compiler-design....](#)

Minimal Conditions to Pass

- *Minimum 10 presences at seminar*
 - *Minimum 12 presences at laboratory*
-
- *Minimum grade 5 at lab*
 - *Minimum grade 5 at final exam*



Final grade

60% final exam

+

30% lab

+

10% seminar

Bonus

Lab work

- 10 laboratory tasks
- !!! Must be completed and loaded during lab hours

Bonus points:

- “awesome” solutions
- Extra work

References

- See [fișă disciplinei](#)

```

import time

def count(limit):
    result = 0
    for a in range(1, limit + 1):
        for b in range(a + 1, limit + 1):
            for c in range(b + 1, limit + 1):
                if c * c > a * a + b * b:
                    break

                if c * c == (a * a + b * b):
                    result += 1

    return result

```

The screenshot shows a window titled "ZBNKPRT1.CBL" containing assembly language code. The code is organized into sections: IDENTIFICATION DIVISION, ENVIRONMENT DIVISION, INPUT-OUTPUT SECTION, and DATA DIVISION. It includes various directives like IDENTIFICATION, ENVIRONMENT, SELECT, ASSIGN, and FD.

```

001608 IDENTIFICATION DIVISION.
001700 PROGRAM-ID.
001800 ZBNKPRT1.
001900 DATE-WRITTEN.
002000 2002-07-16.
002100 DATE-COMPILED.
002200 Today.
002300
002400 ENVIRONMENT DIVISION.
002500 INPUT-OUTPUT SECTION.
002600 FILE-CONTROL.
002700 SELECT EXTRACT-FILE
002800      ASSIGN TO EXTRACT
002900      ORGANIZATION IS SEQUENTIAL
003000      ACCESS MODE IS SEQUENTIAL
003100      FILE STATUS IS NS-EXTRACT-STATUS.
003200 SELECT PRINTOUT-FILE
003300      ASSIGN TO PRINTOUT
003400      ORGANIZATION IS SEQUENTIAL
003500      ACCESS MODE IS SEQUENTIAL
003600      FILE STATUS IS NS-PRINTOUT-STATUS.
003700
003800 DATA DIVISION.
003900 FILE SECTION.
004000
004100 FD EXTRACT-FILE
004200 RECORDING MODE IS V

```

```

package rentalStore;
import java.util.Enumeration;
import java.util.Vector;

class Customer {
    private String _name;
    private Vector<Rental> _rentals = new Vector<Rental>();

    public Customer(String name) {
        _name = name;
    }
    public String getMovie(Movie movie) {
        Rental rental = new Rental(new Movie("", Movie.NEW_RELEASE), 10);
        Movie m = rental._movie;
        return movie.getTitle();
    }
    public void addRental(Rental arg) {
        _rentals.addElement(arg);
    }
    public String getName() {
        return _name;
    }
}

```

```

#include <stdlib.h>
#include <stdio.h>
#include <stdbool.h>

struct stats { int count; int sum; int sum_squares; };

void stats_update(struct stats * s, int x, bool reset) {
    if (s == NULL) return;
    if (reset) * s = { 0, 0, 0 };
    s->count += 1;
    s->sum += x;
    s->sum_squares += x * x;
}

double mean(int data[], size_t len) {
    struct stats s;
    for (int i = 0; i < len; ++i)
        stats_update(&s, data[i], i == 0);
    return ((double)s.sum) / ((double)s.count);
}

void main() {
    int data[] = { 1, 2, 3, 4, 5, 6 };
    printf("MEAN = %f\n", mean(data, sizeof(data) / sizeof(data[0])));
}

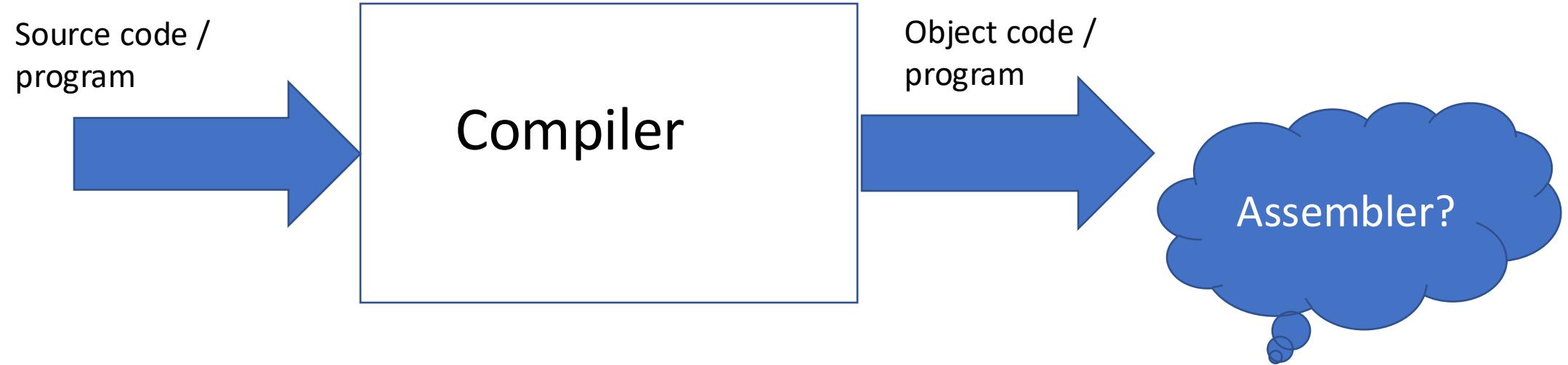
```

```

190   C
191   PIN=0.02
192   IF (DTT.NE.0.0) THEN
193   DTT=DTT
194   ELSE
195   DT=PIN
196   ENDIF
197   WRITE(*,'(A)') ' PLEASE ENTER NAME OF OUTPUT FILE (FOR EXAMPLE
198   * B:ZZ.DAT)'
199   READ(*,'(A)') FNAMEO
200   OPEN(6,FILE=FNAMEO,STATUS='UNKNOWN')
201   PV=WFLX/TH
202   RS=NEQ*ROU*KD/TH
203   CO=CS
204
205   TIME=0.000
206   EF=0.000
207   5 CONTINUE
208   GAMMA=DT/(2.00*DX*DX)
209   BETA=DT/DX
210   IF ((BETA*PV).GT.0.50D0) GO TO 7
211   IF ((GAMMA*D/(BETA*PV)).LT.0.50D0) GO TO 6
212   GO TO 8
213   6 DX=DX/2
214   GO TO 5
215   7 DT=DT/2
216   GO TO 5
217   8 CONTINUE
218   N=COL/DX
219   NM1=N-1
220   NM2=N-2
221   NP1=N+1
222   GAMMA=DT/(2*DX*DX)

```

What is a compiler?



```

import time

def count(limit):
    result = 0
    for a in range(1, limit + 1):
        for b in range(a + 1, limit + 1):
            for c in range(b + 1, limit + 1):
                if c * c > a * a + b * b:
                    break

                if c * c == (a * a + b * b):
                    result += 1
    return result

```

ZENKPR1.CBL

```

001000 IDENTIFICATION DIVISION.
001000  PROGRAM-ID: ZENKPR1.
001000  DATE-WRITTEN: 09/09/2002.
001000  DATE-COMPILED: Today.
002000 ENVIRONMENT DIVISION.
002000  INPUT-OUTPUT SECTION.
002000    FILE CONTROL.
002000      SELECT EXTRACT-FILE.
002000        ASSIGN TO EXTRACT.
002000        ORGANIZATION IS SEQUENTIAL.
002000        ACCESS MODE IS SEQUENTIAL.
002000        FILE STATUS IS HS-EXTRACT-STATUS.
003000      SELECT PRINTOUT-FILE.
003000        ASSIGN TO PRINTOUT.
003000        ORGANIZATION IS SEQUENTIAL.
003000        ACCESS MODE IS SEQUENTIAL.
003000        FILE STATUS IS LS-PRINTOUT-STATUS.
004000 DATA DIVISION.
005000 FILE SECTION.
006000 FD EXTRACT-FILE RECORDING MODE IS V

```

```

#include <stdlib.h>
#include <stdio.h>
#include <stdbool.h>

struct stats { int count; int sum; int sum_squares; };

void stats_update(struct stats * s, int x, bool reset) {
    if (s == NULL) return;
    if (reset) * s = (struct stats) { 0, 0, 0 };
    s->count += 1;
    s->sum += x;
    s->sum_squares += x * x;
}

double mean(int data[], size_t len) {
    struct stats s;
    for (int i = 0; i < len; ++i)
        stats_update(&s, data[i], i == 0);
    return ((double)s.sum) / ((double)s.count);
}

void main() {
    int data[] = { 1, 2, 3, 4, 5, 6 };
    printf("MEAN = %f\n", mean(data, sizeof(data) / sizeof(data[0])));
}

```

```

package rentalStore;
import java.util.Enumeration;
import java.util.Vector;

class Customer {
    private String _name;
    private Vector<Rental> _rentals = new Vector<Rental>();

    public Customer(String name) {
        _name = name;
    }

    public String getMovie(Movie movie) {
        Rental rental = new Rental(new Movie("", Movie.NEW_RELEASE), 10);
        Movie m = rental.movie;
        return movie.getTitle();
    }

    public void addRental(Rental arg) {
        _rentals.addElement(arg);
    }

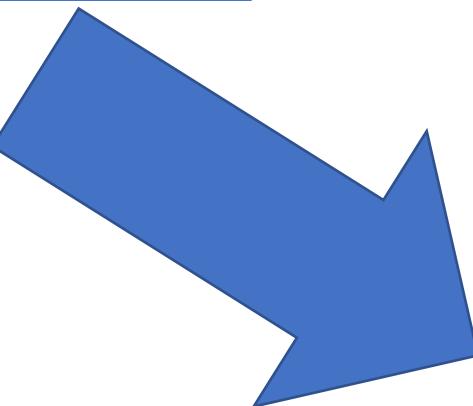
    public String getName() {
        return _name;
    }
}

```

```

190      C      FN=0.02
191      IF(DGT.NE.0.0) THEN
192          DT=DGT
193      ELSE
194          DT=0
195      ENDIF
196      D*=IN
197      WRITE(*,'(A)')   PLEASE ENTER NAME OF OUTPUT FILE (FOR EXAMPLE
198      * BIZZ.DAT)
199      READ(*,'(A)') FNAM0
200      OPEN(6,FILE=FNAM0,STATUS='UNKNOWN')
201      PV=MFL/71
202      RS=MFL*RD/RD/TH
203      CO=CS
204
205      TME=0.000
206      EF=0.000
207      5  CONTINUE
208      GAMMA=D/(2.00*DX*DX)
209      BETAD=DX/DX
210      IF((BETAD*PV).GT.0.500) GO TO 7
211      IF((GAMMA*D)/(BETA*PV)).LT.0.500) GO TO 6
212      GO TO 2
213      6  DX=DX/2
214      GO TO 5
215      7  PV=PZ
216      GO TO 5
217      8  CONTINUE
218      N=COL/DX
219      NH=N-1
220      NH2=N-2
221      NP1=N+1
222      GAMMA=DT/(2*DX*DX)

```

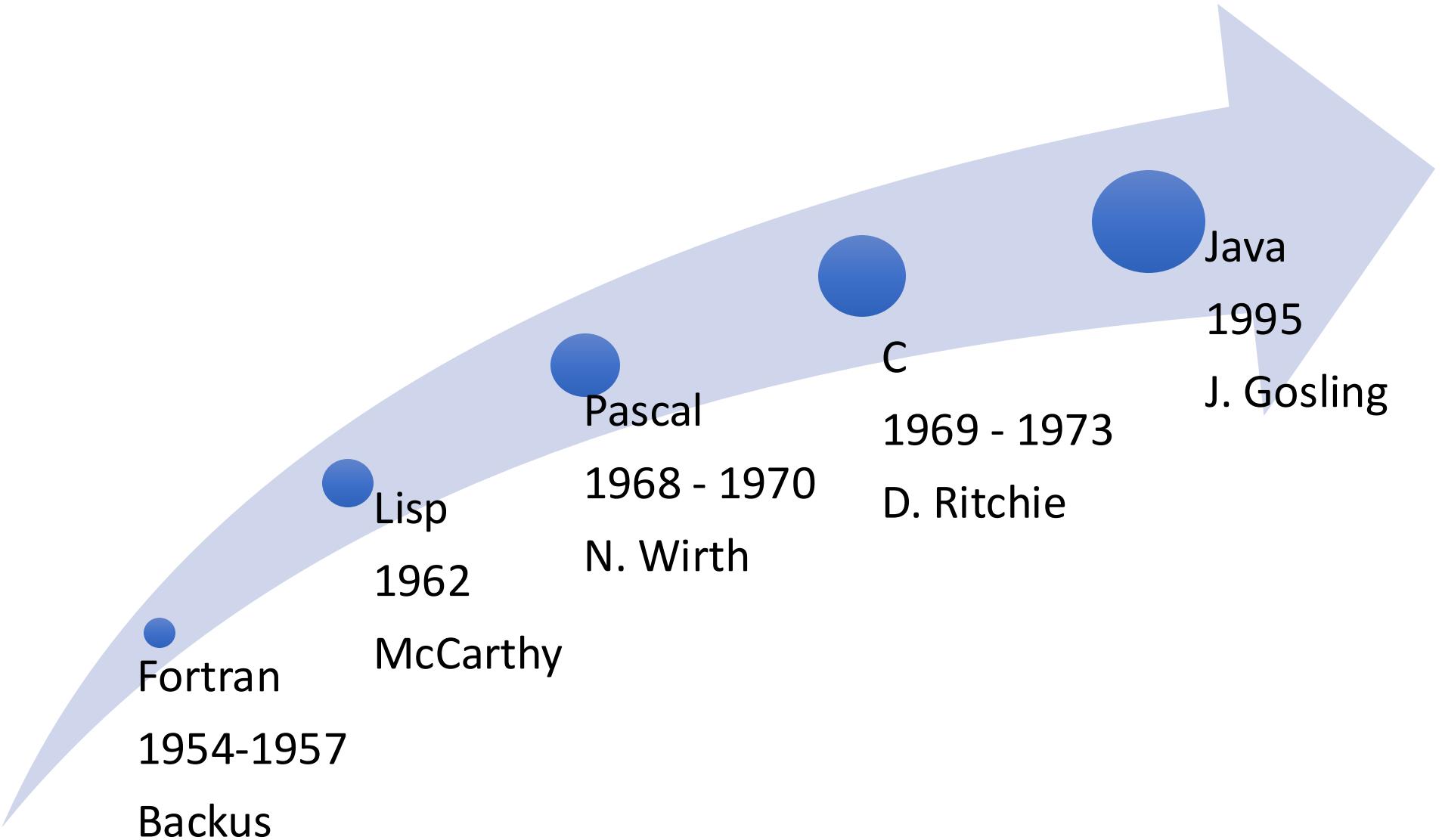


```

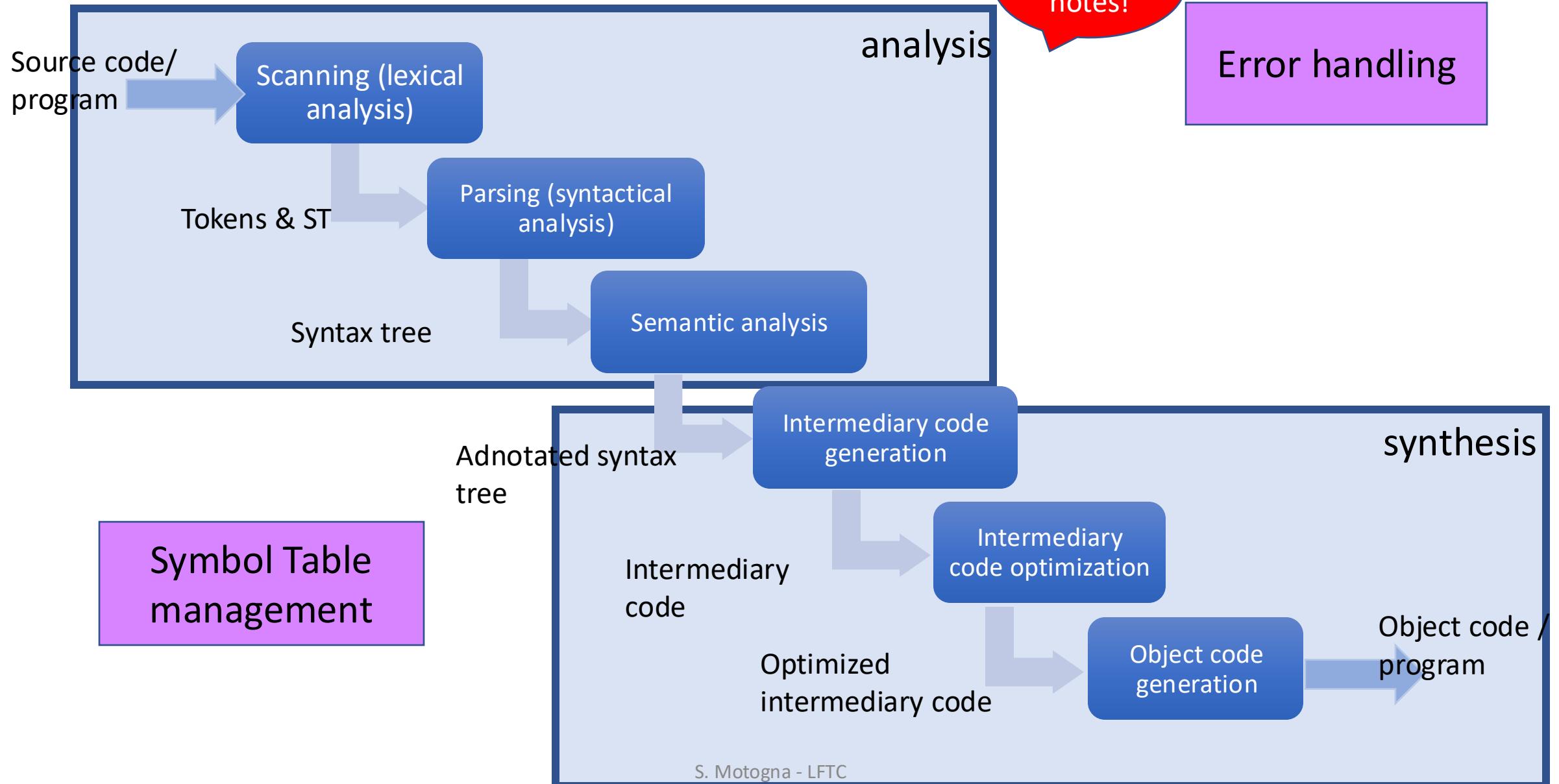
00000000 0000 0001 0001 1010 0010 0001 0004 0128
00000010 0000 0016 0000 0028 0000 0010 0000 0020
00000020 0000 0001 0004 0000 0000 0000 0000 0000
00000030 0000 0000 0000 0010 0000 0000 0000 0204
00000040 0004 8384 0084 c7c8 00c8 4748 0048 e8e9
00000050 00e9 6a69 0069 a8a9 00a9 2828 0028 fdfc
00000060 00fc 1819 0019 9898 0098 d9d8 00d8 5857
00000070 0057 7b7a 007a bab9 00b9 3a3c 003c 8888
00000080 8888 8888 8888 8888 288e be88 8888 8888
00000090 3b83 5788 8888 8888 7667 778e 8828 8888
000000a0 d61f 7abd 8818 8888 467c 585f 8814 8188
000000b0 8b06 e8f7 88aa 8388 8b3b 88f3 88bd e988
000000c0 8a18 880c e841 c988 b328 6871 688e 958b
000000d0 a948 5862 5884 7e81 3788 1ab4 5a84 3eec
000000e0 3d86 dcbb 8888 8888 8888 8888 8888 8888
000000f0 8888 8888 8888 8888 8888 8888 8888 0000
00000100 0000 0000 0000 0000 0000 0000 0000 0000
*
00000130 0000 0000 0000 0000 0000 0000 0000 0000
0000013e

```

A little bit of history ...



Structure of a compiler



Chapter 1. Scanning

Definition = treats the source program as a sequence of characters, detect lexical tokens, classify and codify them

INPUT: source program
OUTPUT: PIF + ST

Algorithm Scanning v1
While (not (eof)) **do**
 detect (token) ;
 classify (token) ;
 codify (token) ;
End_while

Detect

Take
notes!

```
I am a student. I    am  
          Simona
```

- Separators => ***Remark 1)***

```
if (x==y) {x=y+2}
```

- Look-ahead => ***Remark 2)***

Classify

- Classes of tokens:
 - Identifiers
 - Constants
 - Reserved words (keywords)
 - Separators
 - Operators
- If a token can NOT be classified => LEXICAL ERROR

Codify

- May be codification table
OR
code for identifiers and constants
- Identifier, constant => Symbol Table (ST)
- PIF = Program Internal Form = array of pairs
- pairs (token, **position in ST**)



identifier, constant

Algorithm Scanning v2

```
While (not (eof)) do
    detect(token);
    if token is reserved word OR operator OR separator
        then genPIF(token, 0)
        else
            if token is identifier OR constant
                then index = pos(token, ST);
                    genPIF(token, index)
                else message "Lexical error"
            endif
        endif
    endwhile
```

a=a+b

FIP

(id,1)

(=,0)

(id,1)

(+,0)

(id,2)

ST

1 a

2 b

Remarks:

- genPIF = adds a pair (token, position) to PIF
- Pos(token,ST) – searches *token* in symbol table ST; if found then return position; if not found insert in SR and return position
- Order of classification (reserved word, then identifier)
- If-then-else imbricate => detect error if a token cannot be classified

Remarks:

- Also comments are eliminated
- Most important operations: SEARCH and INSERT

Symbol Table

Definition = contains all information collected during compiling regarding the symbolic names from the source program



identifiers, constants, etc.

Variants:

- Unique symbol table – contains all symbolic names
- distinct symbol tables: IT (identifiers table) + CT (constants table)

ST organization

Remark: search and insert

1. Unsorted table – in order of detection in source code $O(n)$
2. Sorted table: alphabetic (numeric) $O(\lg n)$
3. Binary search tree (balanced) $O(\lg n)$
4. Hash table $O(1)$

Hash table

- K = set of keys (symbolic names)
- A = set of positions ($|A| = m$; m –prime number)

$h : K \rightarrow A$

$$h(k) = (\text{val}(k) \bmod m) + 1$$

- Conflicts: $k_1 \neq k_2$, $h(k_1) = h(k_2)$

Toy hash function to use at
lab:
Sum of ASCII codes of chars