

Introduction to COMS22201: *Language Engineering*

Steve Gregory & Oliver Ray
Department of Computer Science
University of Bristol

Monday 28th September, 2015

Lecture Contents

- Unit Management
 - unit staff and how to contact us
 - attendance and assessment
- Unit Overview
 - compiler techniques
 - semantic methods

Unit Staff

- Unit Lecturers

- TB1: Steve Gregory steve@cs.bris.ac.uk 3.21
- TB2: Oliver Ray csxor@bristol.ac.uk 3.29

- Lab Helpers

- TB1: Craig Blackmore + others
- TB2: Craig Blackmore + ?

The best ways to contact us

- We strongly encourage you to ask questions in **lectures** (unless your query is too personal) or in **labs** (unless your query is too urgent)
- Otherwise, we strongly encourage you to post (and reply!) to the unit **forum** (unless your query is too personal). We will monitor and intervene as appropriate. Make sure you enable notifications!
- Personal issues should normally be discussed first with your **personal tutor** (who will liaise with us if necessary)

Some less good ways to contact us

- **Email** can be a good way for us to contact you, but is often not such a good way for you to contact us (unless we ask you to do so)
- Coming to our **office** can sometimes be helpful but we will often have to ask you to make an appointment
- In both cases make sure to say who you are, what is the problem, **which steps you have already taken**, and how exactly you would like us to help
- Note that you can more easily be helped if you **try to help yourself first!**

Unit Attendance

- **Lectures** (Steve/Oliver)
 - primary method of disseminating material
 - Mon 2-3 (Chemistry LT3)
 - Fri 11-12 (Physics G42)
- **Labs** (Steve/Oliver + assistants)
 - primary method of providing feedback
 - Mon 4-5 (2.11, **A-K** odd weeks, **L-Z** even weeks)
 - Mon 5-6 (2.11, **L-Z** odd weeks, **A-K** even weeks)
 - you may attend either lab *if* there is space

Formative and Summative Assessment

- 20 Credit Points, 6 SAFE Components:
 - CWK1p1 (compilers) week-6 0% *
 - CWK1p2 (compilers) week-8 0% *
 - CWK1 (compilers) week-12 25%
 - CWK2p1 (semantics) week-16 0% *
 - CWK2p2 (semantics) week-18 0% *
 - CWK2 (semantics) week-23 25%
 - Exam (both) summer 50%

* Submitting the formative exercises will give you useful feedback for the assessed courseworks

Formative and Summative Assessment

- Weeks 1-12 (compilers):

Week	Submit (Fri)	Lab (Mon)
4		ANTLR
5		ANTLR
6	CWK1 Part1	Feedback on CWK1 Part1
7		Feedback on CWK1 Part1
8	CWK1 Part2	Feedback on CWK1 Part2
9		Feedback on CWK1 Part2
10		Help with CWK1
11		Help with CWK1
12		Help with CWK1

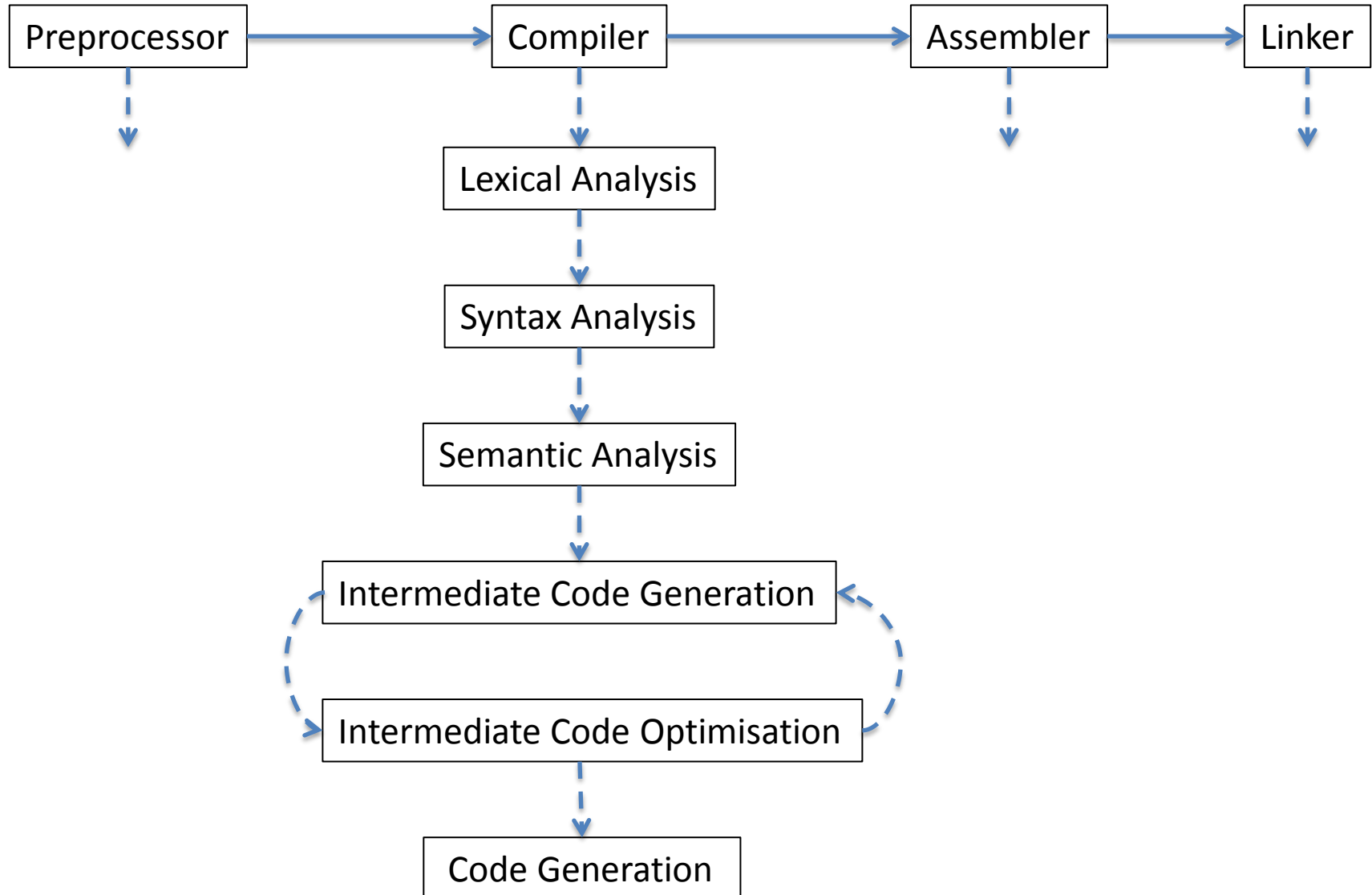
Topics Studied on the Unit

- Weeks 1-12 Compiler Techniques
 - Christmas submit CWK1
- Weeks 13-22 Semantic Methods
 - Easter submit CWK2
- Weeks 23-24 Feedback and Revision
 - Summer Exam

Learning outcomes

- Understand denotational, axiomatic, operational styles of semantics
- Formally prove the correctness of simple programs
- Parse source programs and generate low-level code from them
- Carry out analyses and optimization of programs
- Use tools to generate parsers and verify programs
- Write a complete but simple compiler

Brief Intro: Compiler Methods

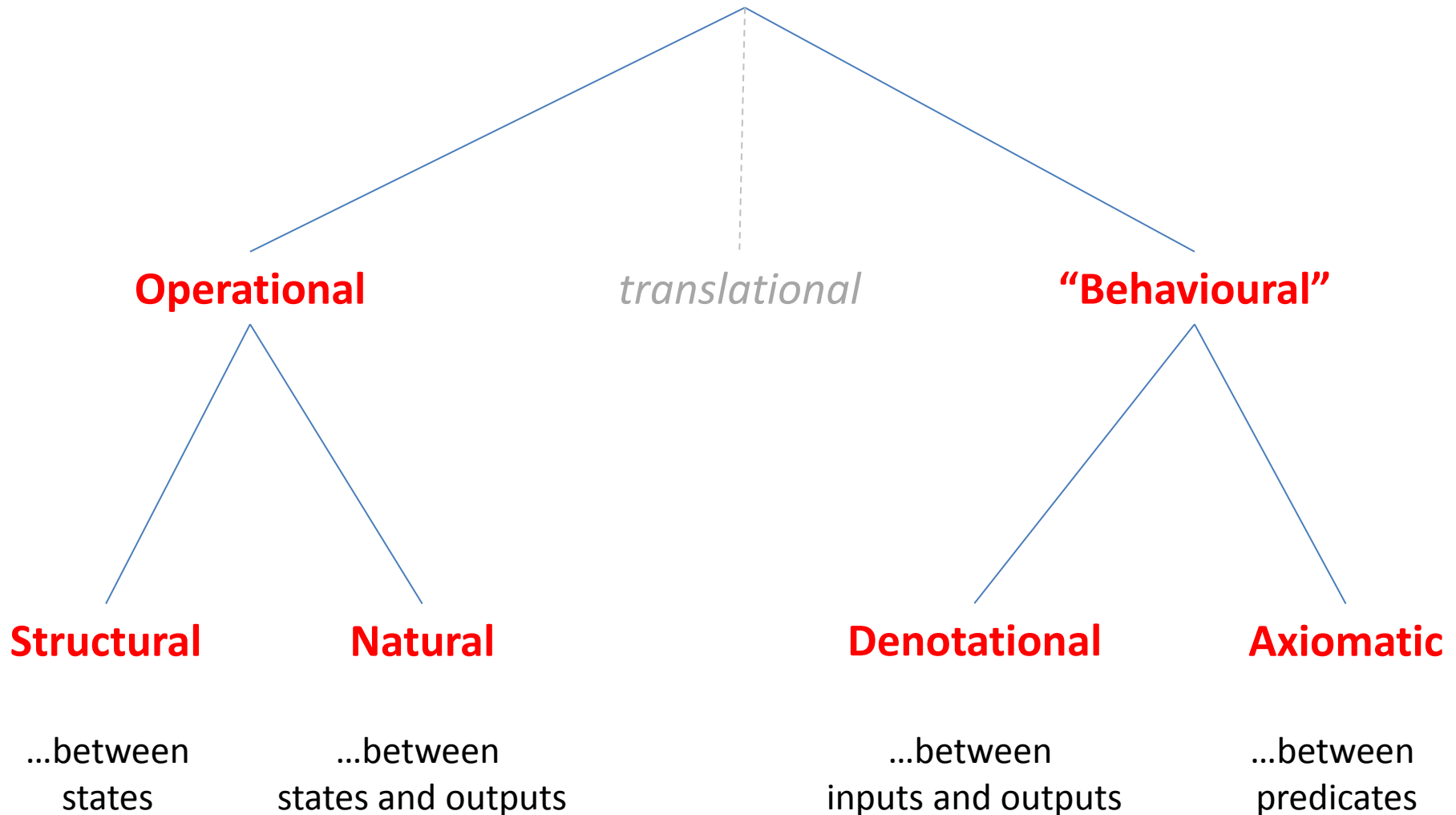


Help wanted

- I want to make coursework (and lectures) tie in with previous 1st-year units.
- I need a few volunteers to attend short meeting today at 4pm (in 3.21):
 - CS
 - CSE
 - Maths & CS

Brief Intro: Semantic Techniques

Meaning of program statements represented by mathematical functions...



Brief Intro: Links

- TB1 will help you understand and process the programming languages used in TB2.
- TB2 will help justify some of the optimizations introduced in TB1.
- TB1 will use theory and computer architecture from the 1st year.
- TB2 will exploit and develop your Haskell programming from the 1st year along with formal logic and discrete maths.

Exercise

// which of these C programs is fastest?

```
int k=0, a, b, c, d, i;
int max = 1000000000;

for (i=0; i<max; i++) {
    a = k;
    b = a;
    c = b;
    d = c;
}
printf("%d\n", d);
```

```
int k=0, d;

d = k;
printf("%d\n", d);
```

Exercise

```
// what does this GNU-C program return ?  
  
int x = 0 ;  
  
void p() { x *= 2 ; }  
  
void q() { p() ; }  
  
int main(void) {  
    int x = 5 ;  
  
    void p() { x += 1 ; }  
  
    q() ;  
  
    return x ;  
  
}
```