CSc 553
Principles of Compilation

01. Background

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Course Objectives

- Understand advanced concepts in compiler design and implementation, esp. program analysis and optimization.
- Understand how source language programs are implemented at the machine level.

Compilers

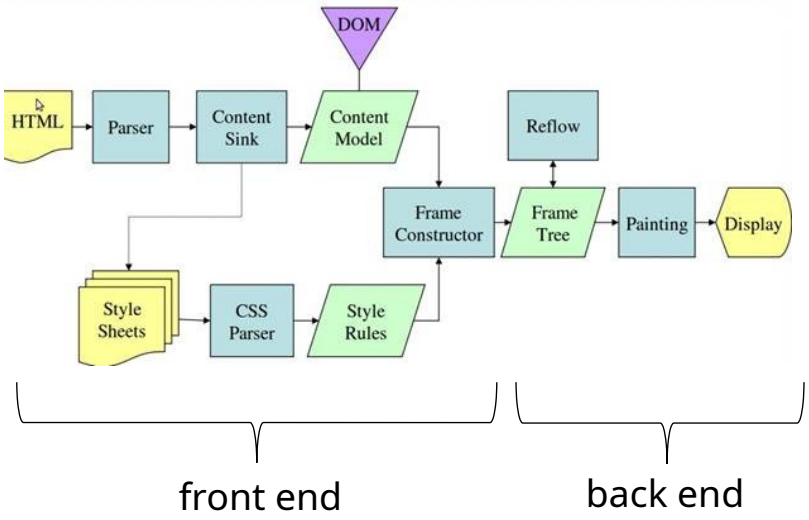
A *compiler* (more generally, *translator*) maps *source language strings* to "equivalent" *target language strings*. E.g.:

- gcc : C/C++ programs to assembly/machine code
- f2c : Fortran programs to C programs
- latex2html: Latex documents to HTML documents
- javac : Java programs to JVM byte code
- ps2pdf: PostScript files to PDF files

A very commonly used translator: The Web Browser

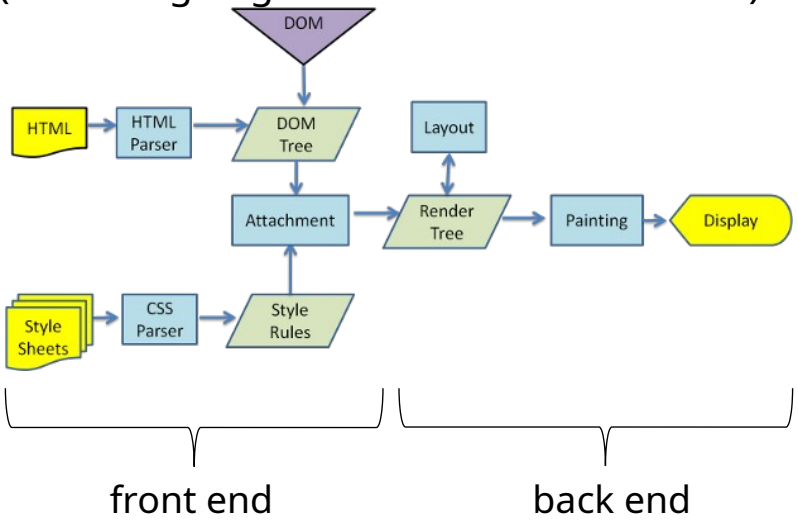
Gecko

(rendering engine for Firefox):



Webkit

(rendering engine for Safari and Chrome):

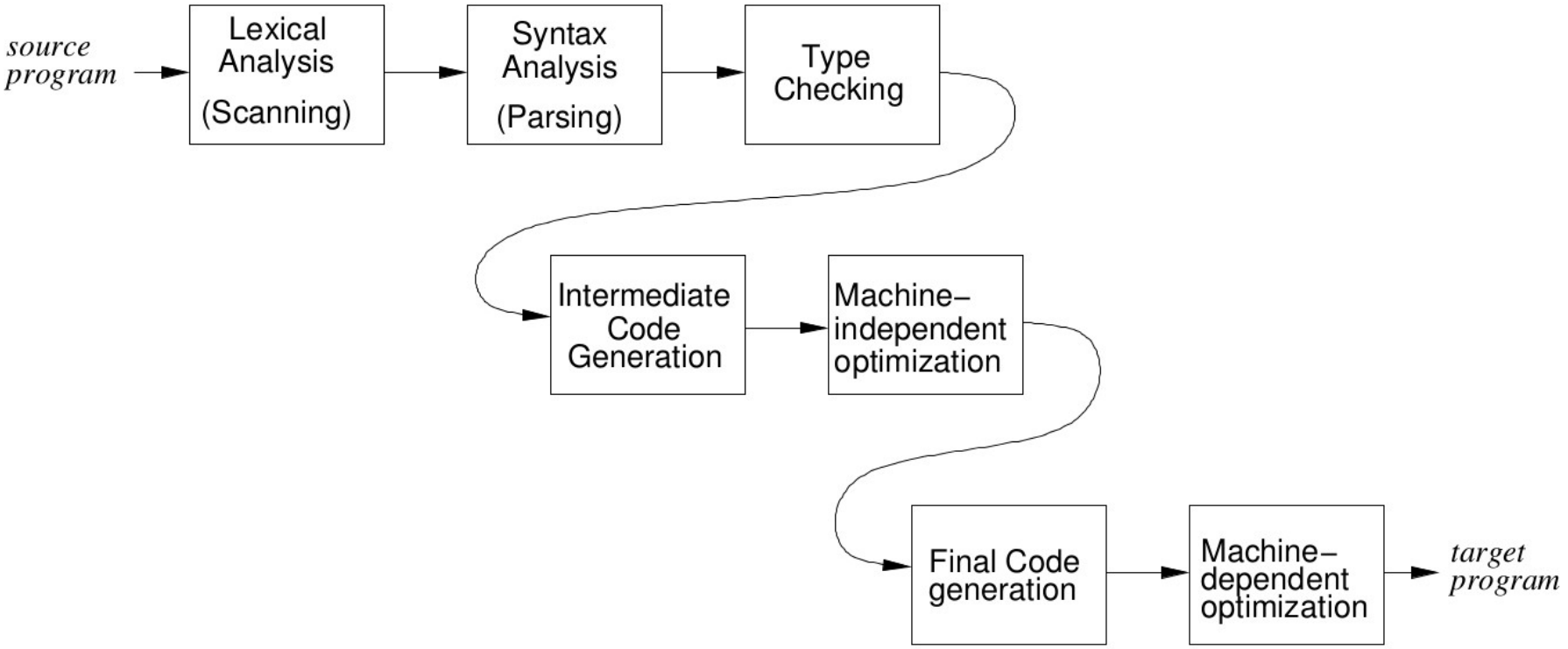


Source: *How Browsers Work: Behind the Scenes of Modern Web Browsers*, by Tali Garsiel & Paul Irish. http://www.html5rocks.com/en/tutorials/internals/howbrowserswork/

Languages

- *Syntax*:
  - “structural” aspects of program units.
  - specified by a grammar.
- *Semantics:*
  - the “meaning,” i.e., behavior, of program units.
  - specified using *actions* associated with grammar rules.

Structure of a compiler (“phases”)



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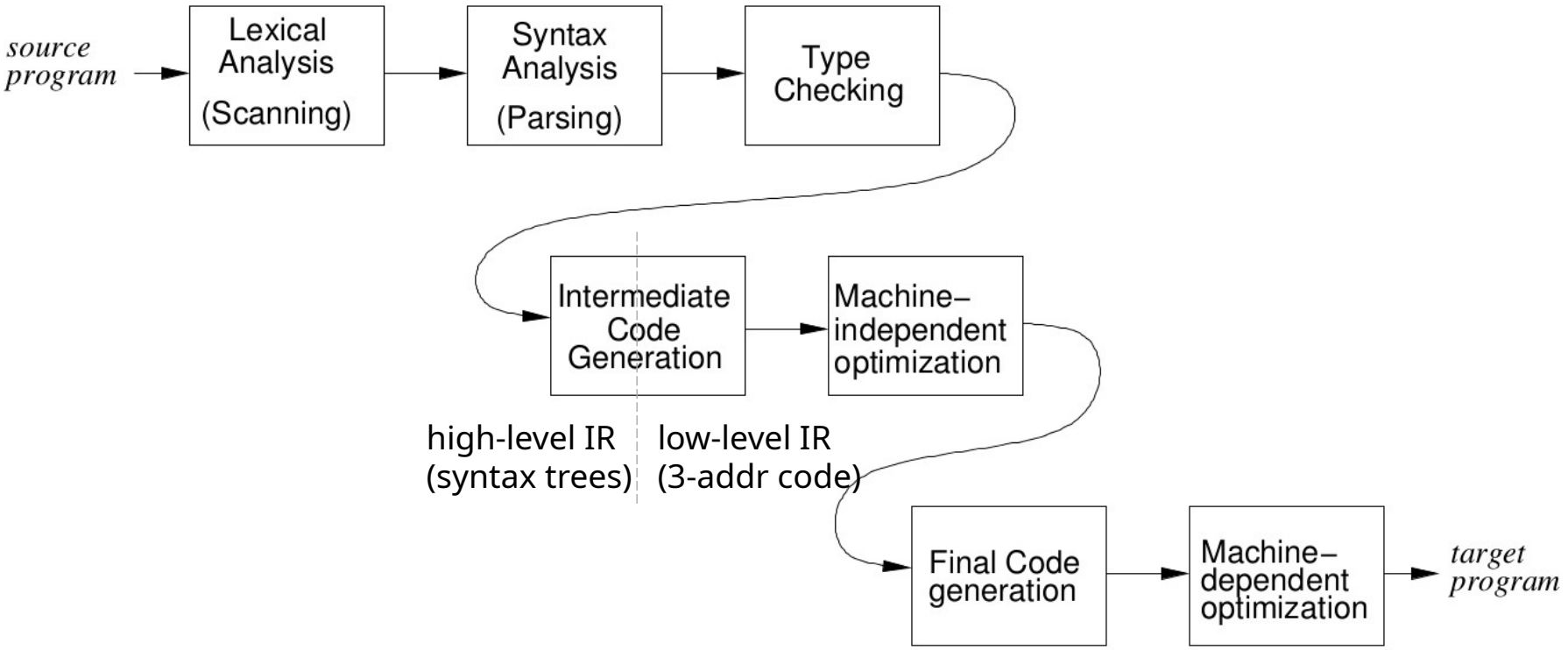

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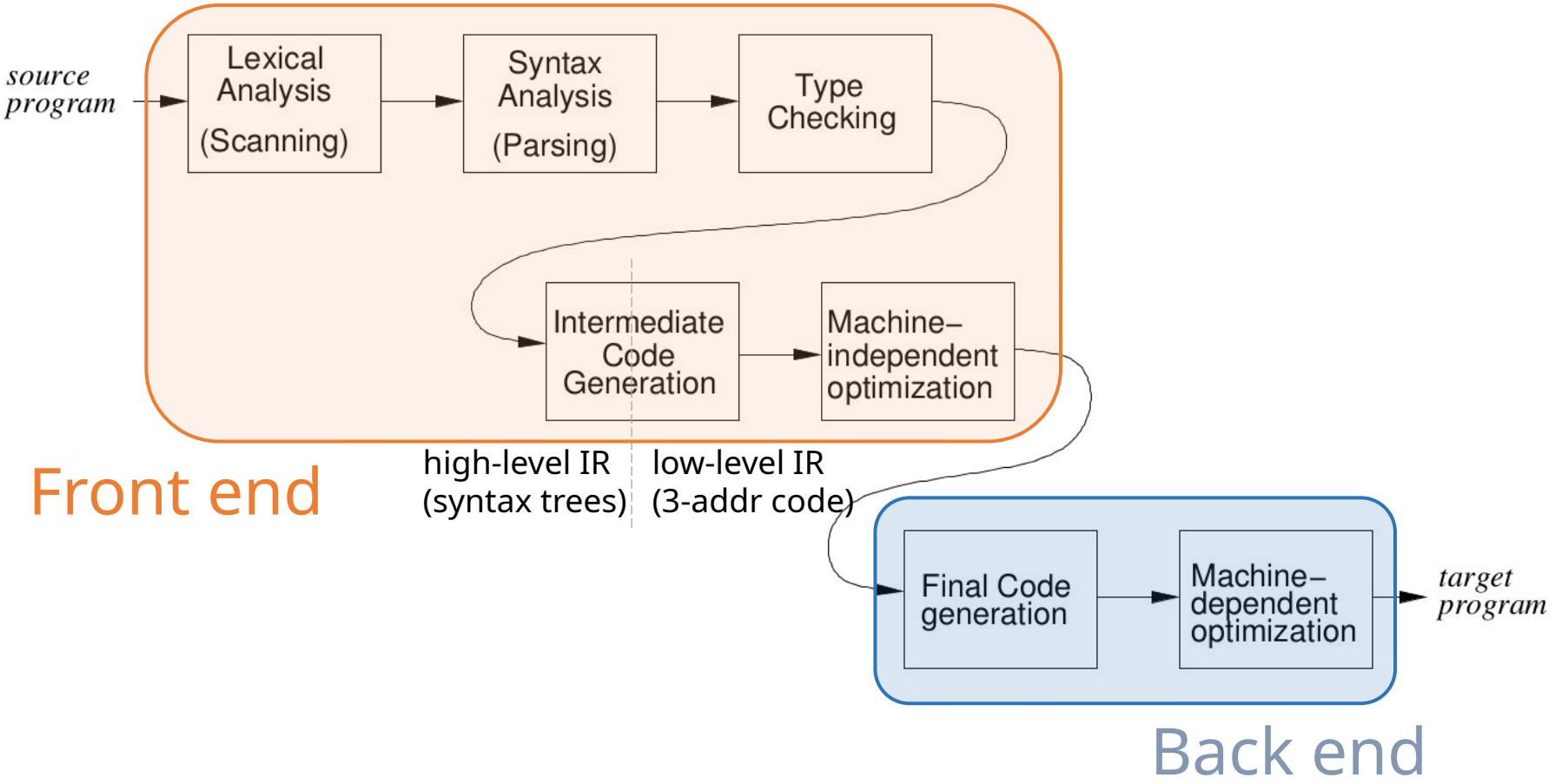

Phases of a Compiler

1. Lexical analysis (“scanning”)
   - Reads in program, groups characters into “tokens”
2. Syntax analysis (“parsing”)
   - Structures token sequence according to grammar rules of the language.
3. Semantic analysis
   - Checks semantic constraints of the language.
4. Intermediate code generation
   - Translates to “lower level” representation.
5. Program analysis and code optimization
   - Improves code quality.
6. Final code generation.

Grouping of Phases

Front end: machine-independent phases:

- Lexical analysis
- Syntax analysis
- Semantic analysis

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- Intermediate code generation
- some code optimization

Back end: machine-dependent phases:

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- Final code generation
- machine-dependent optimizations