CMPT 379
Compilers

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Compilers

- Analysis of the source (front-end)
- Synthesis of the target (back-end)
- The *translation* from user **intention** into intended **meaning**
- The requirements from a Compiler and a Programming Language are:
  - Ease of use (high-level programming)
  - Speed

Cousins of the compiler

- “Smart” editors for structured languages
  - static checkers; pretty printers
- Structured or semi-structured data
  - Trees as data: s-expressions; XML
  - query languages for databases: SQL
- Interpreters (for PLs like lisp or scheme)
  - Scripting languages: perl, python, tcl/tk
  - Special scripting languages for applications
  - “Little” languages: awk, eqn, troff, TeX
- Compiling to Bytecode (virtual machines)

Context for the Compiler

- Preprocessor
- Compiler
- Assembler
- Linker (loader)

What we understand

```
#include <stdio.h>

int main (int argc, char *argv[]) {
     int i;
     int sum = 0;
     for (i = 0; i <= 100; i++)
          sum = sum + i * i;
     printf (”Sum from 0..100 = %d\n", sum);
}
```

Conversion into instructions for the Machine

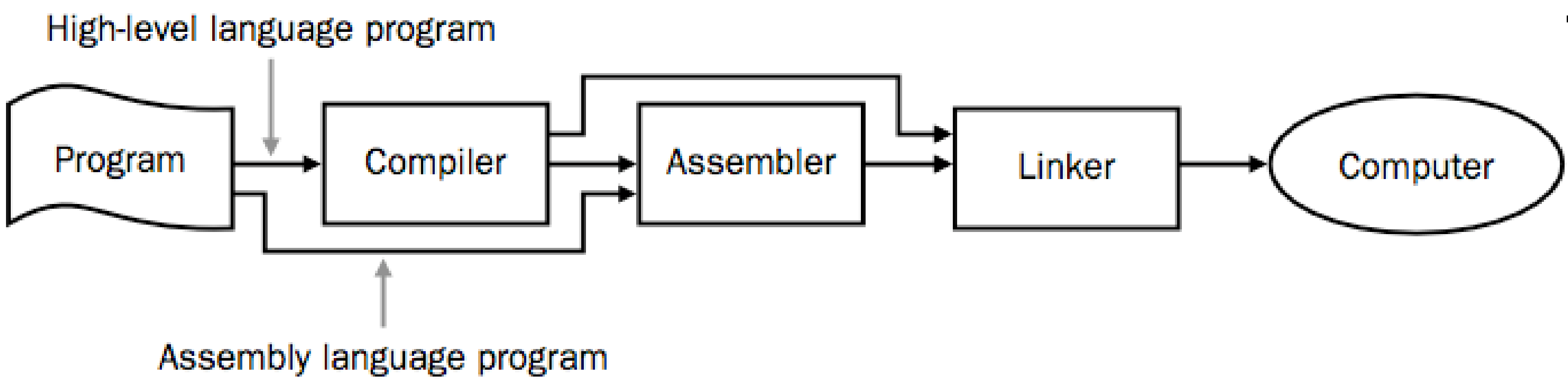
```
00100111101111011111111111100000
10101111101111110000000000010100
10101111101001000000000000100000
10101111101001010000000000100100
10101111101000000000000000011000
10101111101000000000000000011100
10001111101011100000000000011100
10001111101110000000000000011000
00000001110011100000000000011001
00100101110010000000000000000001
00101001000000010000000001100101
10101111101010000000000000011100
00000000000000000111100000010010
00000011000011111100100000100001
00010100001000001111111111110111
10101111101110010000000000011000
00111100000001000001000000000000
10001111101001010000000000011000
00001100000100000000000011101100
00100100100001000000010000110000
10001111101111110000000000010100
00100111101111010000000000100000
00000011111000000000000000001000
00000000000000000001000000100001
```

MIPS
machine language
code

Assembly language

```
 .text
        .globl main
main:
        ori $8, $0, 2
        ori $9, $0, 3
        addu $10, $8, $9
```

A one-one translation from machine code to assembly
(assuming a single file of assembly with no dependencies)


High-level language program
Program
Compiler
Assembler
Linker
Computer
Assembly language program

Linker

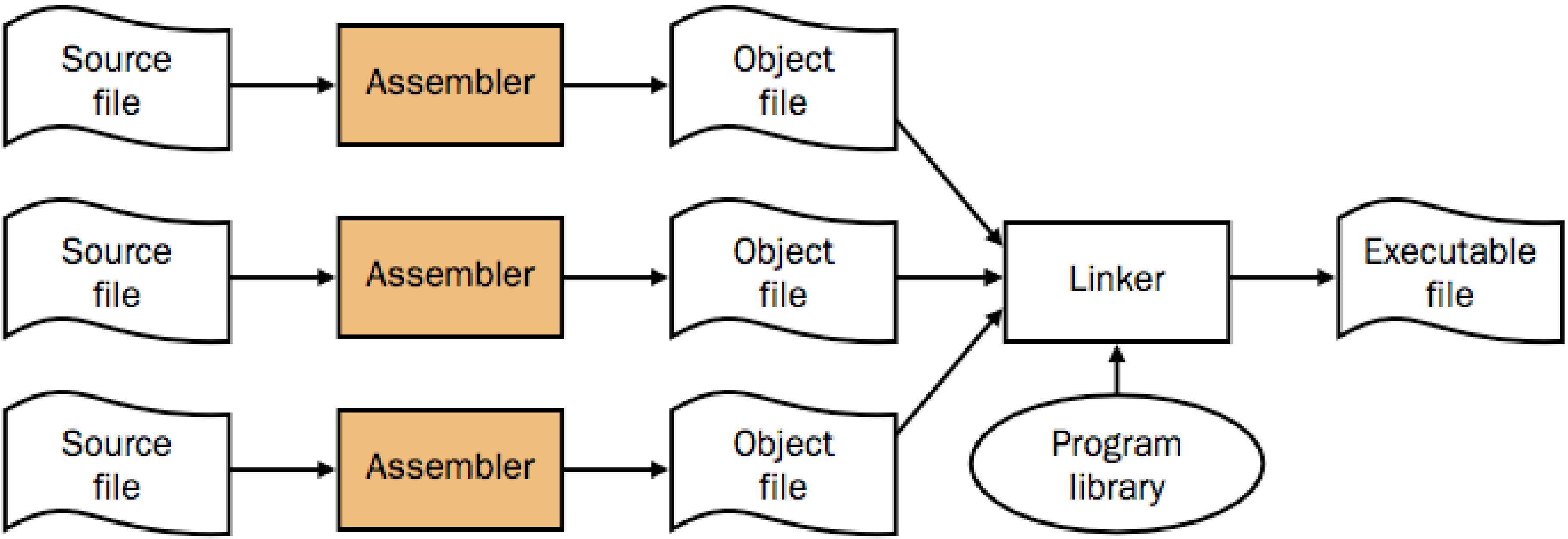
```
 .data
str:
        .asciiz "the answer = "
.text
main:
        li $v0, 4
        la $a0, str
        syscall

        li $v0, 1
        li $a0, 42
        syscall
```

Local vs. Global labels

2-pass assembler and Linker

The UNIX toolchain (`as`, `ar`, `ranlib`, `ld`, …)



Historical Background

- Machine language/Assembly language
- 1957: First FORTRAN compiler
  - 18 man years of effort
- Today's techniques were created in response to the difficulties of implementing early compilers

Programming Language Design

- Ease of use (difficult: depends on the zeitgeist)
- Simplicity
- Visualize the dynamic process of the programs runtime by examining the static program code
- Code reuse: polymorphic functions, objects
- Checking for correctness: strong vs. weak typing, side-effects, formal models
- The less typing the better: syntactic "sugar"
- Automatic memory management
- Community acceptance: extensions and libraries

Programming Language Design

- Speed (closely linked to the compiler tools)
- Defining tokens
- Defining the syntax
- Defining the "semantics" (typing, polymorphism, coercion, etc.)
- Core language vs. the standard library
- Hooks for code optimization (iterative idioms vs. pure functional languages)

Building a compiler

- The cost of compiling and executing should be managed
- No program that violates the definition of the language should escape
- No program that is valid should be rejected

Building a compiler

- Requirements for building a compiler:
  - Symbol-table management
  - Error detection and reporting
- Stages of a compiler:
  - Analysis (front-end)
  - Synthesis (back-end)

Stages of a Compiler

- Analysis (Front-end)
  - Lexical analysis
  - Syntax analysis (parsing)
  - Semantic analysis (type-checking)
- Synthesis (Back-end)
  - Intermediate code generation
  - Code optimization
  - Code generation

Lexical Analysis

- Also called *scanning*, take input program *string* and convert into tokens
- Example:

```
double f = sqrt(-1);
```

```
T_DOUBLE       ("double")
T_IDENT        ("f")
T_OP           ("=")
T_IDENT        ("sqrt")
T_LPAREN       ("(")
T_OP           ("-")
T_INTCONSTANT  ("1")
T_RPAREN       (")")
T_SEP          (";")
```

Syntax Analysis

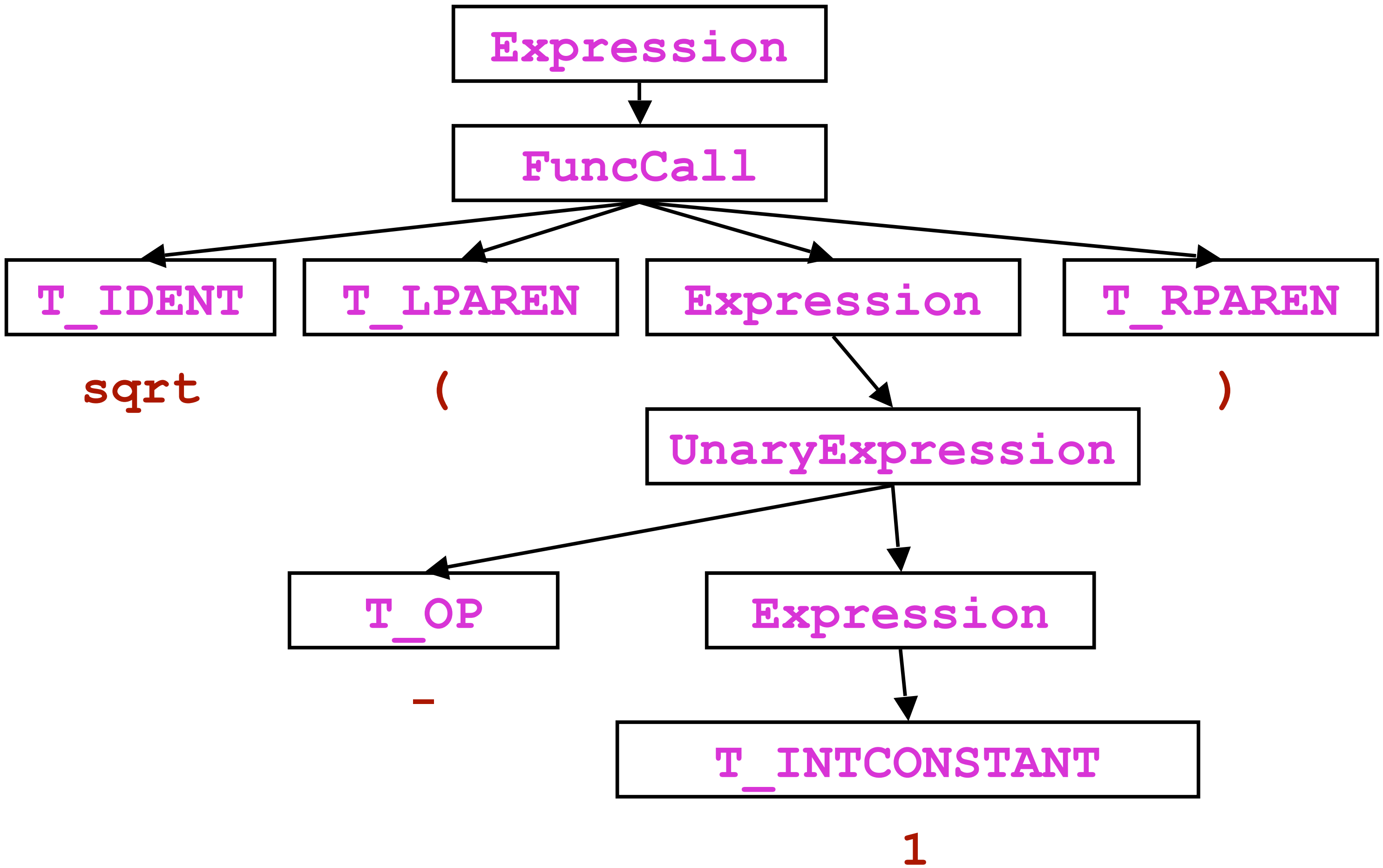
- Also called *parsing*
- Describe the set of strings that are programs using a grammar
- Pick the simplest grammar formalism possible (but not too simple)
  - Finite-state machines (Regular grammars)
  - Deterministic Context-free grammars
  - Context-free grammars
- Structural validation
- Creates parse tree or derivation

Derivation of `sqrt(-1)`

```
Expression -> UnaryExpression
Expression -> FuncCall
Expression -> T_INTCONSTANT
UnaryExpression -> T_OP Expression
FuncCall  -> T_IDENT T_LPAREN Expression T_RPAREN
```

```
Expression
   -> FuncCall
   -> T_IDENT T_LPAREN Expression T_RPAREN
   -> T_IDENT T_LPAREN UnaryExpression T_RPAREN
   -> T_IDENT T_LPAREN T_OP Expression T_RPAREN
   -> T_IDENT T_LPAREN T_OP T_INTCONSTANT T_RPAREN
```

Parse Trees



Expression
FuncCall
T_IDENT
T_LPAREN
Expression
T_RPAREN
sqrt
(
)
UnaryExpression
T_OP
Expression
-
T_INTCONSTANT
1

Semantic analysis

- “does it make sense”?
- Checking semantic rules, such as
  - Is there a `main` function?
  - Is variable declared?
  - Are operand types compatible? (coercion)
  - Do function arguments match function declarations?
- Static vs. run-time semantic checks
  - Array bounds, return values do not match definition

Intermediate Code Generation

- Three-address code (TAC)

```
j = 2 * i + 1;
if (j >= n)
    j = 2 * i + 3;
return a[j];
```

```
        _t1 = 2 * i
        _t2 = _t1 + 1
        j = _t2
        _t3 = j < n
        if _t3 goto L0
        _t4 = 2 * i
        _t5 = _t4 + 3
        j = _t5
L0:     _t6 = a[j]
        return _t6
```

Code Optimization

- Example

```
        _t1 = 2 * i
        _t2 = _t1 + 1
        j = _t2
        _t3 = j < n
        if _t3 goto L0
        _t4 = 2 * i
        _t5 = _t4 + 3
        j = _t5
L0:     _t6 = a[j]
        return _t6
```

```
        _t1 = 2 * i

        j = _t1 + 1
        _t3 = j < n
        if _t3 goto L0

        j = _t1 + 3

L0:     _t6 = a[j]
        return _t6
```

Object code generation

- Example: *a* in `$a0`, *i* in `$a1`, *n* in `$a2`

`_t1 = 2 * i`	`mulo $t1, $a0, 2`
`j = _t1 + 1`	`add $s0, $t1, 2`
`_t3 = j < n`	`seq $t2, $s0, $a2`
`if _t3 goto L0`	`beq $t2, 1, L0`
`j = _t1 + 3`	`add $s0, $t1, 3`

Bootstrapping a Compiler

- Machine code at the beginning
- Make a simple subset of the language, write a compiler for it, and then use that subset for the rest of the language definition
- Bootstrap from a simpler language
  - C++ (“C with classes”)
- Interpreters
- Cross compilation

Wrap Up

- Analysis/Synthesis
  - Translation from string to executable
- Divide and conquer
  - Build one component at a time
  - Theoretical analysis will ensure we keep things **simple** and **correct**
  - Create a complex piece of software