

CENG444: Language Processors (aka. Compilers)

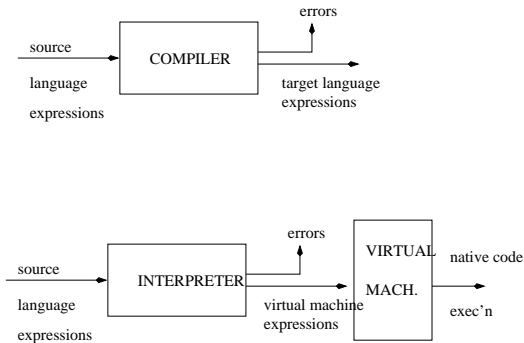
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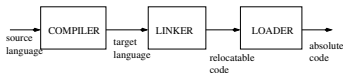
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- Language processing (compiling/interpretation/translation) brings together
 - Computer Architecture,
 - OS,
 - Formal Languages,
 - Software Engineering
 - and Programming Languages.
- And, as of lately, philosophy of computer science, such as Bozsahin (2018)

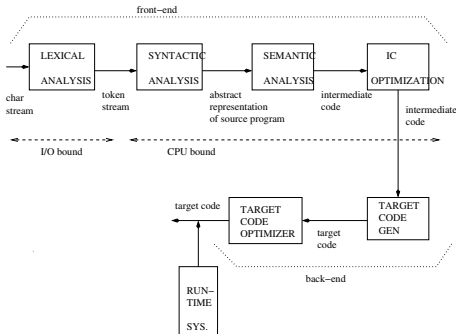
- Any computation can be visualized as the following process:



- Some virtual machines: Java Virtual Machine (JVM); FAM: Functional Abstract Machine; WAM: Warren's Abstract Machine



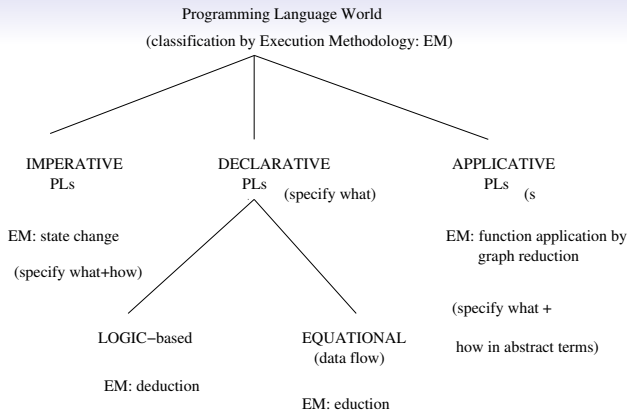
USE OF COMPILERS IN AN ENVIRONMENT



INSIDE THE BLACK BOX

- Need for modularization: Portability, extendibility.

In many cases the stages are combined (single vs. multi-pass compilers)



- We will study compilers for imperative languages
- Different paradigms call for different compiler design; choice of intermediate code, compiling vs. interpretation; VM-based interpretation.

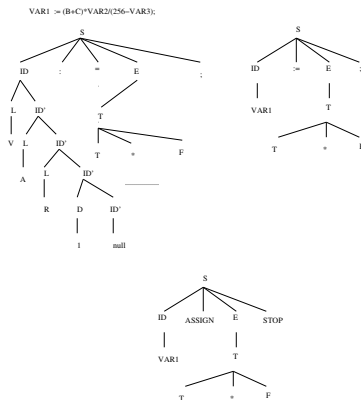
A Walk Through The Stages of Compilation

- XP: A language for arithmetic expressions

$$\begin{aligned} S &\rightarrow ID := E; \\ E &\rightarrow E - T \mid E + T \mid T \\ T &\rightarrow T * F \mid T / F \mid F \\ F &\rightarrow ID \mid NUM \mid (E) \\ ID &\rightarrow L ID' \\ ID' &\rightarrow (L \mid D) ID' \mid \epsilon \\ NUM &\rightarrow D NUM \mid D \end{aligned}$$

STAGE I: LEXICAL ANALYSIS. Tokenize the incoming stream of text.

Why separate lexical and syntactic analysis?



- Separation makes both stages simpler; The parser need not worry about internal structure of tokens, whitespace, comments etc.
- Usually, the grammar of a language is context-free, but the grammar of its tokens is regular. Use more efficient techniques.
- Machine-dependent I/O and alphabetical conventions can be localized.

token types	patterns	lexemes
ID	$L(L D)^*$	var1, b, abc5rd
NUM	D^+	256
OP	$(+ - * /)$	+
ASSIGN	$:=$	$:=$

- VAR1 := (B+C)*VAR2 /(256-VAR3);

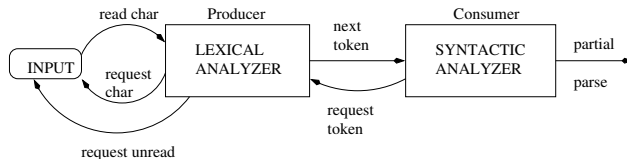
ID ASSIGN DEL ID OP ID DEL

- A by-product of this stage is to start forming a table of meaning-bearing entities, called *the symbol table*.

- Lex analyzer doesn't know anything about the *syntax* of the language; it can fill ST with limited amount of information.
- Symbol table is the most frequently accessed data structure in a compiler (lexical analyzer, parser, type checker, run-time system, optimizer etc.)

Need efficient insertion and search techniques for ST.

STAGING OF LEXICAL-SYNTACTIC ANALYSES



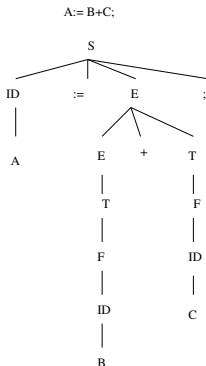
ex: Fortran IF stmt

IF(I,J)=3

STAGE II: SYNTACTIC ANALYSIS

Assign roles to tokens in parsing; set up symbol table; assign meanings to the use of tokens (syntax-directed translation).

- The meaning (semantics) of a program is what it does (computes).



rule	action
$S \rightarrow ID := E;$	output lvalue ID.name move
$ID \rightarrow \dots$	put ID in symbol table
$T \rightarrow F$	$T.val \leftarrow F.val$
$E \rightarrow E + T$	output add
$F \rightarrow ID$	output rvalue ID.name
$F \rightarrow NUM$	output value NUM

- How to get semantic representation from the parse tree: associate semantic actions with rules.
- How do the attributes get instantiated?

Depends on the parsing strategy.

in Bottom-up parsing, the attributes are *synthesized* from value of child nodes.

in top-down parsing, they are *inherited* by children.

- Choice of strategy also affects grammar. XP is left-recursive hence not very suitable for top-down parsing (re-write or use bottom-up).

- RECURSIVE-DESCENT PARSING: a top-down approach

Write a subprogram for each non-terminal in the grammar

For terminals, call the lexical analyzer

Flow of control shows the order of rule application

- ex: rewrite XP as a non-left-recursive grammar.

ex:
$$\begin{aligned} S &\rightarrow ID := E ; \\ E &\rightarrow T E' \\ E' &\rightarrow + TE' \mid - T E' \mid \varepsilon \end{aligned}$$

match(T): returns true if next token is of type T

advance(): consumes the lookahead token

```
procedure S;  
begin  
  ID;  
  if match(ASSIGN) then advance() else error();  
  E;  
  if match(STOP) then advance() else error();  
end;
```

```
procedure ID;  
begin  
  if match(ID) then token:=advance();  
  install_id(token);  
end;
```

```
procedure E;  
begin  
  T;  
  Eprime;  
end;
```

```
procedure Eprime;  
begin  
  if match(OP) then {advance(); T; Eprime;}  
  else /* no consumption */  
end
```

- BOTTOM-UP PARSING: obtain rightmost derivations *in reverse order*.

An algorithm to pick the right rule in derivations: LR parsing

- XP: A language for arithmetic expressions

$$\begin{aligned} S &\rightarrow ID := E; \\ E &\rightarrow E - T \mid E + T \mid T \\ T &\rightarrow T * F \mid T / F \mid F \\ F &\rightarrow ID \mid NUM \mid (E) \\ ID &\rightarrow L ID' \\ ID' &\rightarrow (L \mid D) ID' \mid \epsilon \\ NUM &\rightarrow D NUM \mid D \end{aligned}$$

A:=B+C;
ID:=B+C;
ID:=ID+C;
ID:=F+C;
ID:=T+C;
ID:=E+C;
ID:=E+ID;
ID:=E+F;
ID:=E+T;
ID:=E;
S

- STAGE III: SEMANTIC ANALYSIS

ex: type checking

A: int ;

B: real ;

C:= A/B;

need to generate code like

T:=coerce(A, real);

C:=divide(T,B);

- STAGE IV: GENERATING INTERMEDIATE CODE (IC)
- choice of IC depend on source-target language and considerations.
 1. Easy to translate into IC (assembly-like for imperative; lambda-calculus like for applicative langs)
 2. Easy to obtain from source language (high-level assembler for imperative PLs; stack machines for arithmetic)
 3. IC tends to be abstract three-address code (TAC) if RISC is the main target

IC tends to be two-address code if CISC is the main target

Architecture-independent virtual machines

- TAC: $\text{result} := \text{operand op operand}$

$A := (B + C - D) / 2$ translates to TAC

```
t1 := B + C;  
t2 := t1 - D;  
t3 := t2 / 2;  
A  := t3;
```

- SAM: A stack machine for XP

fetch values of IDs from memory to stack (`rvalue x`)

put values on stack (`push v`)

put address of ID on stack (`lvalue x`)

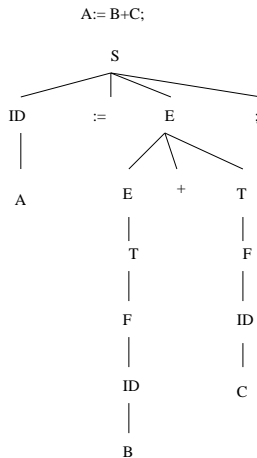
store in memory (`move`)

operators

ex: SAM code for $A := B + C - D + 10$;

```
rvalue B
rvalue C
ADD
rvalue D
SUB
push 10
ADD
lvalue A
move
```

- obtaining the SAM instructions during parsing (as a syntax-directed semantic action)



- From IC to Target Code (TC)

Optimizations on IC: combine common subexpressions; eliminate dead code; fix loops; replace some calls with local go to's

Optimizations on TC: reduce memory fetch; maximize register use

Bozşahin, C. (2018). Computers aren't syntax all the way down or content all the way up. *Minds and Machines* 28(3), 543–567.