

# Implementation of a compiler for an imperative language IMP

Remy Detobel & Denis Hoornaert

October 17, 2017

## 1 Introduction

The project aim is to implement a compiler for a 'simple' imperative language named *IMP*. Like any imperative programming language, *IMP* is structured of mainstream features such as *keywords* (*if*, *while*, ... statements), *variables*, *numbers* and *comments*. The form of these features follows some defined rules :

- a *variable* is a sequence of alphanumeric characters that must start by a letter.
- a *number* is a sequence of one or more digits.
- a *comment* must start by the combination '(\*' and ends by the reversed combination '\*)'.

The compilation scheme is generally divided in three main phases : analysis, synthesis and optimization. The phases are themselves composed of different steps. For instance, the analysis phase is composed of *lexical analysing* step (or *scanning*), a *syntax analysing* step (or *parsing*) and a *semantic analysing* step. In this assignment, the focus is set on the *analysis phase*.

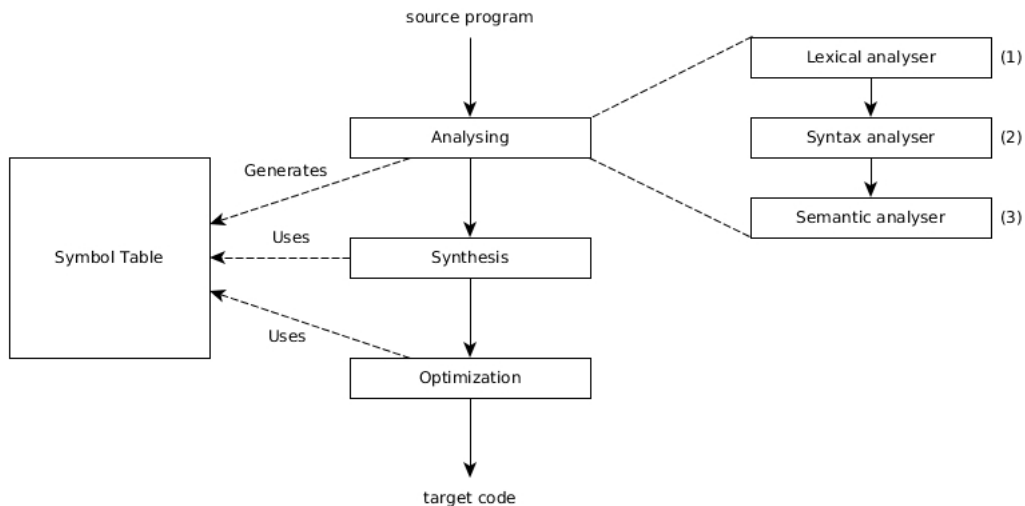


Figure 1: Compilation phases

## 2 Implementation of the lexical analyser

In the so called "Dragon book"<sup>1</sup> the *lexical analyser* is defined as follow :

---

<sup>1</sup>V. Aho, A., 2007. *Compilers : Principles, techniques, & Tools*. 2nd ed. New York : Pearson.

«The *lexical analyser* reads the stream of characters making up the source program and groups the character into a meaningful sequence called *lexemes*.»

A *lexeme* can be defined as a tuple which contains both a *token name* and the associated value (not always mandatory). The sequence of *lexemes* generated by the *lexical analyser* will be used by the following step. In addition, the *lexical analyser* will generate a very useful tool, that will be used by all the other steps (as shown in fig 1.), called a *symbol table*. The role of the *symbol table* is to store every variable encountered while scanning the source code and the line where it appears for the first time.

## 2.1 The use of a lexical analyser generator

In order to ease the process of recognizing the lexemes defined in the given `LexicalUnits.java` many *lexical analysers* have been developed. Among them, the most well known generator is the flex program and all its derived versions. In the present project, `jflex` is used as it has been decided to implement the project using the java programming language. Using a *lexical analyser generator* eases the analysis of any input because it enables the programmers to describe every *regular expression* by using the *Regex* writing convention and then to generate a `.java` file that will recognise all of them. This generated `.java` file can then be used as any other java class.

## 2.2 Lexical analyser structure

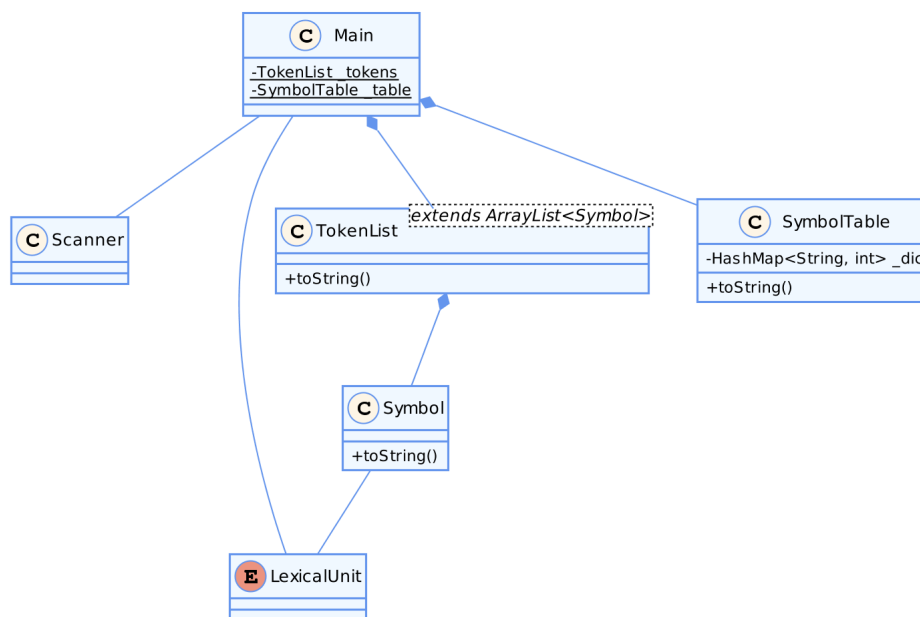


Figure 2: Model class

## 2.3 Regular expressions

## 2.4 Dealing with nested comments

The management of comments using regular language is quite simple. Once an opening statement (here : `(*)`) has been encountered, it overlooks the following characters until it encounters a closing statement (here : `*)`).

```
1 (* I am a (*nested*) comment *)
```

```
2
```

Unfortunately, applying the same mechanism on a nested comment will result in a ill-formed outcome. Indeed, in the case of the example above, the analyser will overlook the second opening statement

(columns 9 & 10) and will stop when it comes across the first closing statement (columns 17 & 18) having for consequence that the third part of the *nested comment* will remain.

To overcome this problem, the analyser must know how many opening statement it came across and how many closing statement it should expect to encounter in order to know whether it is still in a comment.

The most obvious and smartest way to implement it is to use a counter (i.e. a memory) that will be incremented for every opening statement encountered and decreased for every closing statement encountered. However, from a theoretical point of view, by using a memory the language cannot be considered as regular any more. In the present project, it is not a problem and `jflex` allows us to implement such a language.

## 2.5 Tests

```
1 begin
2   read(a) ;
3   read(b) ;
4   while b <> 0 do
5     c := b ;
6     while a >= b do
7       a := a-b
8     done ;
9     b := a ;
10    a := c
11  done ;
12  print(a)
13 end
```

```
1 begin
2   s := [45, 68, 23] ;
3   bi := 0 ;
4   len := 3 ;
5   bs := len ;
6   m := (bi+bs)/2 ;
7   while bi < bs and x != s[m] do
8     m := (bi+bs)/2 ;
9     if s[m] < x then
10      bi := m+1 ;
11    else
12      bs := m
13    endif
14  done
15  if len <= m or s[m] != x then
16    m := -1 ;
17  endif
18  print(m)
19 end
```

```
1 begin
2   s := [45, 68, 23];
3   n := 3 ;
4   for i from 0 to n do
5     save := s[i] ;
6     j := i-1 ;
7     while j >= 0 and s[j] > save do
8       s[j+1] := s[j] ;
9       j := j-1 ;
10    done
11    s[j+1] := save ;
12  done
13 end
```

### 3 How to set up the project

To simplify the compilation, including in particular the support of external librairies, we use Maven. The file `pom.xml` define the main, the source folder but also the JFlex library and the package wich must be compiled whith this library.

#### 3.1 Compilation

To compile with Maven you only must to execute: `mvn clean compile`. However you need to execute `mvn install` the first time to install the library.

If you will not use Maven. You must to execute different command (from the root project):

```
java -jar jflex-1.6.1.jar -d src/be/ac/ulb/infof403/ src/be/ac/ulb/infof403/lex/Scanner.flex
```

Where `jflex-1.6.1.jar` is the path to the “jar” executable library. The parameter “-d” allows to define the output folder and the last parameter is the path to the “flex” file.

Now you must to compile java source and create “class” file. Here is a command (for Bash user only) to compile all java file located in “src” folder:

```
javac -d target $(find ./src/* | grep .java)
```

This command generate “.class” file and put them in the “target” folder (create it if it does not exist yet). We need to create now the “jar” file with the command:

```
jar cvfe yourJarFile.jar be/ac/ulb/infof403/Main target/
```

Where “yourJarFile.jar” is the name of the generate jar file, then it’s the path to Main class and the last parameter is the folder where the class file are located.

#### 3.2 Execution