A photograph of a modern university building with large glass windows and a beige facade. A large, semi-transparent green 'A' logo is overlaid on the center of the image. In the top center, there is a small white box with a black border containing the text 'Lect 01'. At the bottom center, there is a white box with a black border containing the text 'CST8152 Compilers'.

Lect
01

CST8152

Compilers

Algonquin College

Computer Engineering
Technology

CST8152 Compilers

Fall, 2023



Lect
01

Prof. Paulo Sousa

Algonquin College

Computer Engineering
Technology

CST8152 Compilers

Fall, 2023



**Lect
01**

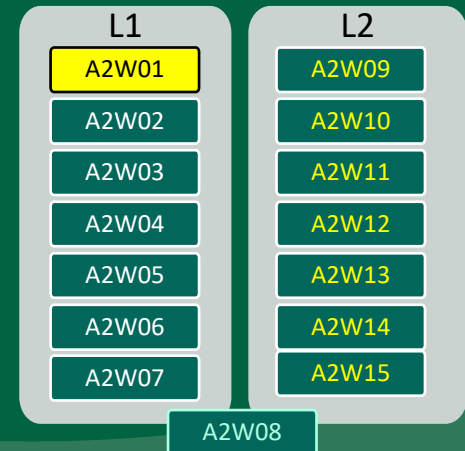
About the Course

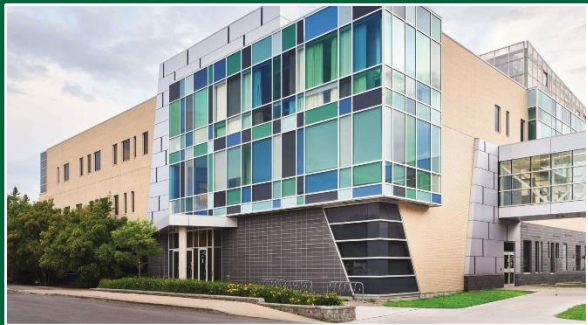
Prof. Paulo Sousa



Week 1: Presenting Compilers

- *Initial comments*
- *Before we start*
- *Course Overview*





CST8152 — Compilers

Compilers – Week 1

Initial Comments

Welcome back to Campus

- AC gives you **welcome** to this new term!
 - *Time to learn and develop new skills!*



Winter 2023				
Event	Date	Day		Status
AC Day 1	08-May	Mon		Special Event
Victorya Day	22-May	Mon		College Closed
Civic Holiday	07-Aug	Mon		College Closed



Welcome

- Remember assessments / dates:

Assessment	Mark	CLRs
Assignment 1.1 – New compiler specification (week 3)	5%	1,2,3,4,5
Assignment 1.2 – Reader adaptation (week 5)	5%	1,2,3,4,5
Assignment 2.1 – Language models (week 7)	10%	1,2,3,4,5
Assignment 2.2 – Scanner implementation (week 10)	15%	1,2,3,4,5
Assignment 3.1 – Grammar definition (week 12)	5%	1,2,3,4,5
Assignment 3.2 – Parser implementation (week 14)	10%	1,2,3,4,5
Practical Component	50%	1,2,3,4,5
In-class activity (weeks 2,3,4,5,6,9,10,11,12,13) 🌟	10%	1,2,3,4
Midterm exam (week 7)	15%	1,2,3,4
Final Exam (week 15)	25%	1,2,3,4
Theoretical Component	50%	1,2,3,4,5
Total Marks	100%	



Activity	W01	W02	W03	W04	W05	W06	W07	W08	W09	W10	W11	W12	W13	W14	W15	Total
Prof. Demo		P									P					-
Stud. demos			S									S				20
Doc Assign.			5													30
Code Assign.							S			S						50
Practical				P			10					5		10		10
In-Class 🌟		1	1	1	1						1	1	1			15
Mid-term																25
Final exam																50
Theoretical																50
Total																100



We are here!

- **Level 4:**
 - 14 weeks;
 - 70.0 hours;
 - Model: (3/2/5)
- **Prerequisite:** C Language.
- **Titular Professor / Lab Professor:**
 - Paulo Sousa

ALGONQUIN
COLLEGE

Computer Engineering Technology -
Computing Science (Co-op and Non
Co-op Version)

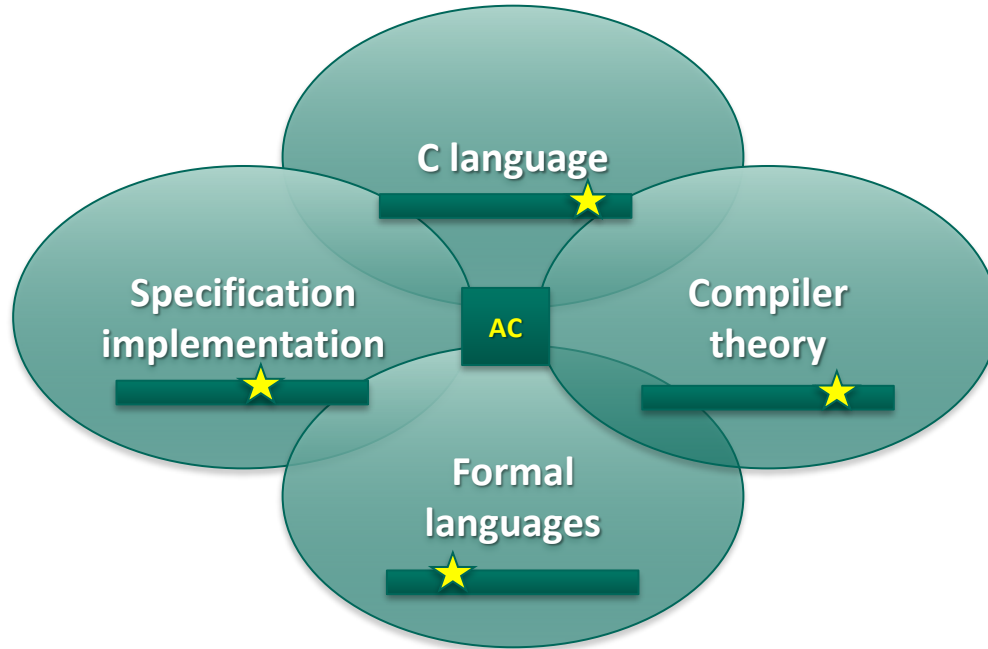
Level: 04	Courses	Hours
CST8152	Compilers	70.0

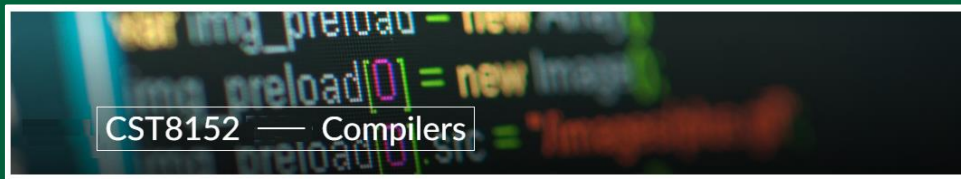
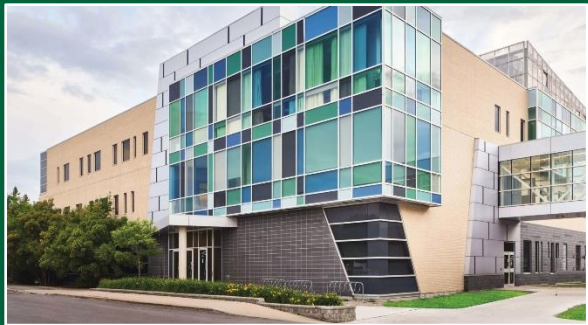
CST8152 Compilers

Introduction to the basic principles, techniques, and tools used to translate text expressed in one language to equivalent text expressed in another language. The concepts discussed and the programming concepts studied in previous courses are applied to develop and program the front-end of a simple compiler or interpreter using ANSI C as implementation language. The ideas and techniques discussed could be applied to general software design and to parsing of structured files, such as HTML, XML, register and configuration files.

Prerequisite(s): CST8234
Corerequisite(s):none

The Zoo...





Compilers – Week 1

Before we start...

First Survey: Experien-C (Fall, 2023)

1. Please, access:

<https://www.surveymonkey.com/r/DCDKSHB>



Source: <https://medium.com/swlh/10-things-every-programmer-should-know-26ba37cfcaf4>

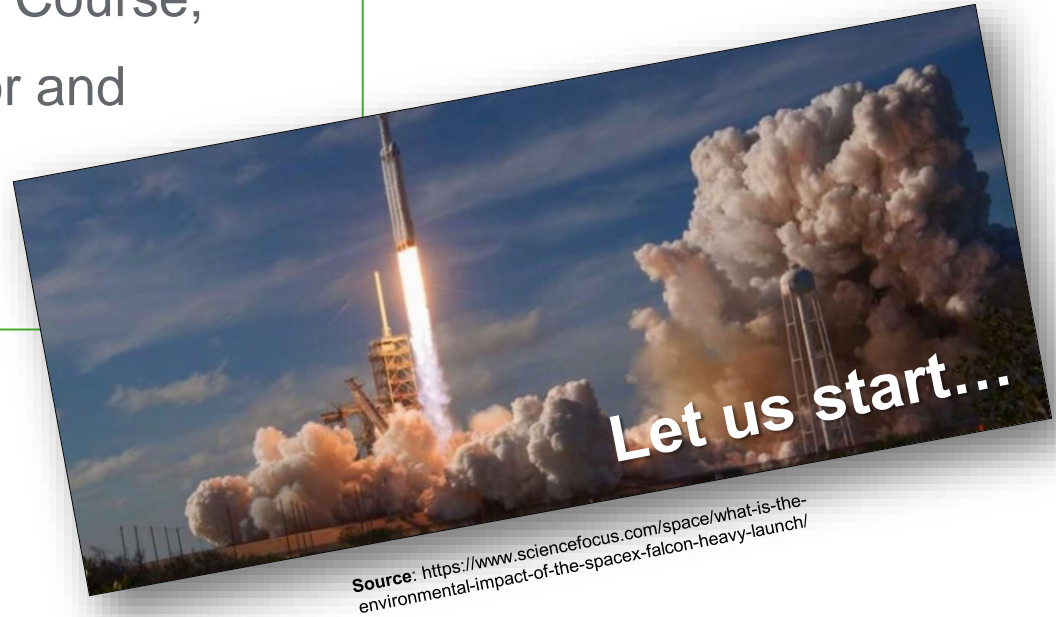


Source: <https://br.pinterest.com/pin/608760074609992674/>



Weekly Outcomes

1. Getting Ready for this Course;
2. Knowing the Professor and Dynamics;
3. Preparing to Start...



Good and Bad News

- **Brief review...**

Firstly, bad...

- Due their complexity, assignments really require work extra hours for development;
- Late assignments will be penalized following the rules from CSI / Standard Submission.;
- Other languages different from ANSI C will not be accepted and the MS Visual Studio 2019 is the default .

But there are good ones...

- The programming language to be implemented is simple;
- ANSI C gives you an expertise for the most different development environments;
- Features not covered in previous courses are presented and discussed in the Labs;
- Labs will provide hands-on opportunities to write and test the programs with professor assistance.

- **Message:**

Consider this Course as an opportunity to demonstrate your C-Language skills.

Compilers Lab Dynamics

- **Step-by-step:**

1. Each lab activity is related to a specific Assignment (or extra activity demanded by lecture professor);
2. The activities are **progressive**, which means that they are necessary to the next assignments.
3. During this time, to get bonus, you **need to present** the development of your activities that should satisfy some criteria about assignments.
 - These presentations are **necessary** to get full marks.
 - Doubts and suggestions can be discussed with the lab professor.



Code of Conduct

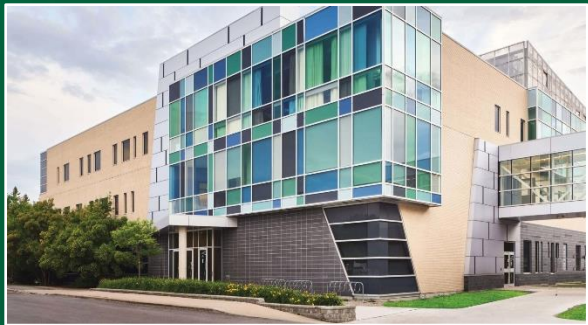
- **Beyond the Code...**

1. No Harassment / Discrimination / Violence;
2. No infringement of Copyright Act;
3. No permission to Software Piracy;
4. No plagiarism and cheating risks.
5. Respect to Algonquin College Policies **AA32**, **SA07** and **IT01**.

- **Important:**

No copies are allowed
between the individuals /
teams.





Compilers – Week 1

Course Topics

Course Topics

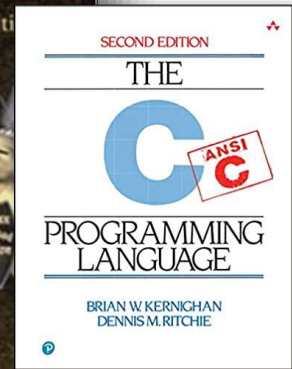
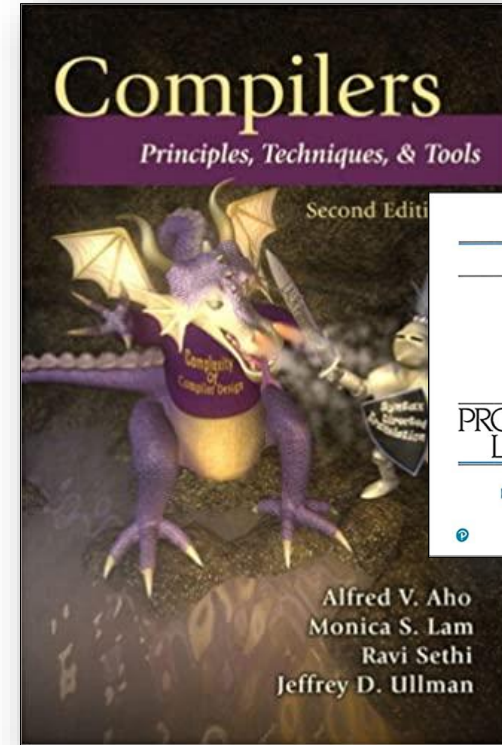
- **Compilers**
 - General View – Parts - Components
- **Languages**
 - Definition – Representations
- **Front end-compiler (Analysis)**
 - Lexical Analysis – Syntax - Semantic
- **Practical aspects**
 - C Language - Tools



Source:
<https://techcrunch.com/2016/05/10/please-dont-learn-to-code/>

Course Textbook

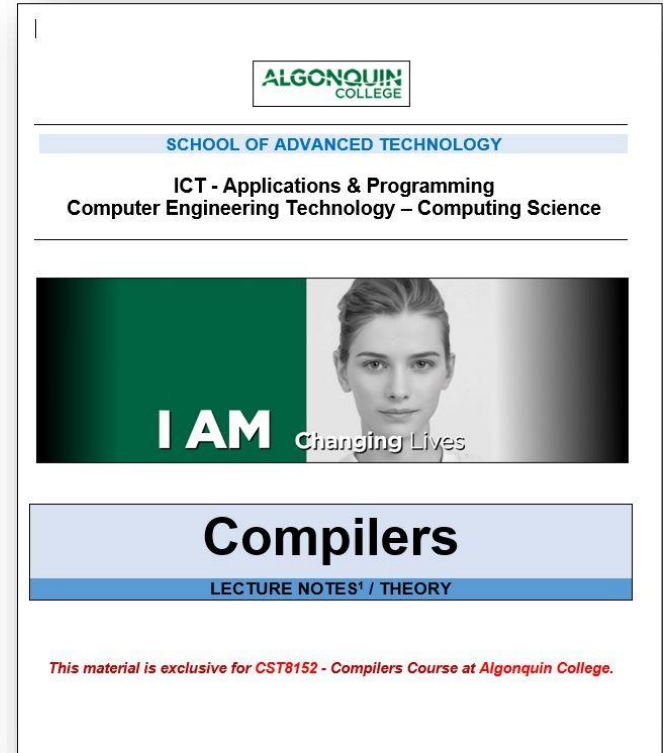
- **Main Reference:**
 - ***Compilers – Principles, Techniques & Tools***, 2nd ed., Pearson (Addison Wesley).
- **Other references**
 - **The C (ANSI C) Programming Language**, 2nd ed., by Brian W. Kernighan, Dennis M. Ritchie, Prentice Hall.



Course Lecture Notes

- Lectures will follow:
 - **Compilers – Lecture Notes, 2023 Fall** version.

Lecture notes (originally created by prof. Svillen Ranev).



ALGONQUIN
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SCHOOL OF ADVANCED TECHNOLOGY

ICT - Applications & Programming
Computer Engineering Technology – Computing Science

I AM Changing Lives

Compilers

LECTURE NOTES¹ / THEORY

This material is exclusive for CST8152 - Compilers Course at Algonquin College.

Grades – Remembering...

Team activities - assignments

- Axy (5% + 5% + 10% + 15% + 5% + 10%)

Individual activities - theoretical

- Mid-term exam (20%) (5% from in-class activities)
- Final Exam (30%) (5% from in-class activities)

To pass:

[1] You need to achieve at least 50% of each component: 25 pts from Labs and 25 pts from Exams.

[2] In your final exam, you need to get at least half: 15 pts (from 30).

50%+50%



Source: <https://www.sciencefocus.com/space/what-is-the-environmental-impact-of-the-spacex-falcon-heavy-launch/>

Remember that you need to achieve **at least 50%** of each part in order to pass.

Work

- Lectures: 3 hours
- Weekly Labs – 2 hours
- Assignments
- Exams

The assignments are **progressive**. It means that you need to finish $A(x)$ before going to $A(x+1)$.



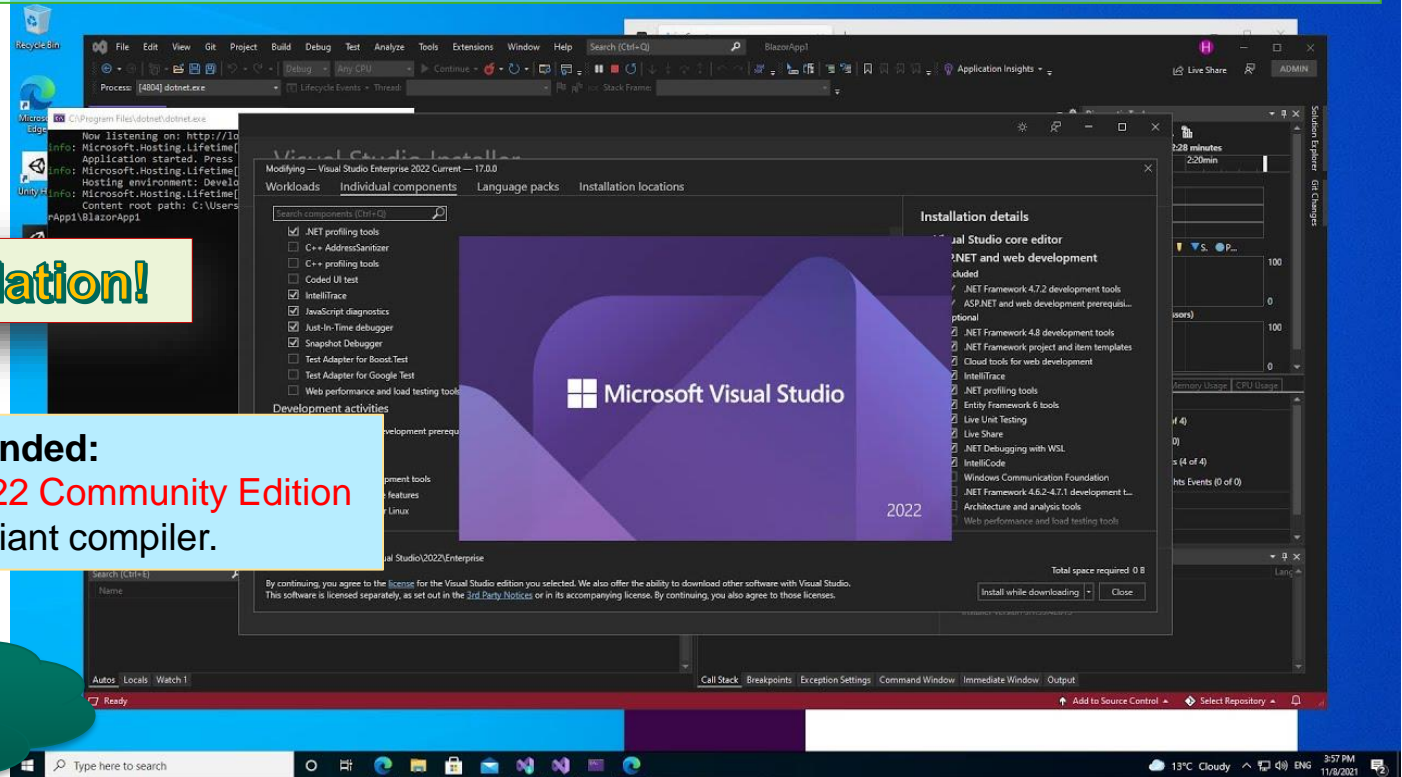
Source: <https://medium.com/swlh/10-things-every-programmer-should-know-26ba37cfcaf4>

Programming

Recommendation!

Software Recommended:
MS Visual Studio **2022 Community Edition**
or any ANSI C compliant compiler.

Remember that you
need to use **ANSI C**.



WSI (CSI)

- Most important resource:
 - Brightspace – Course Information

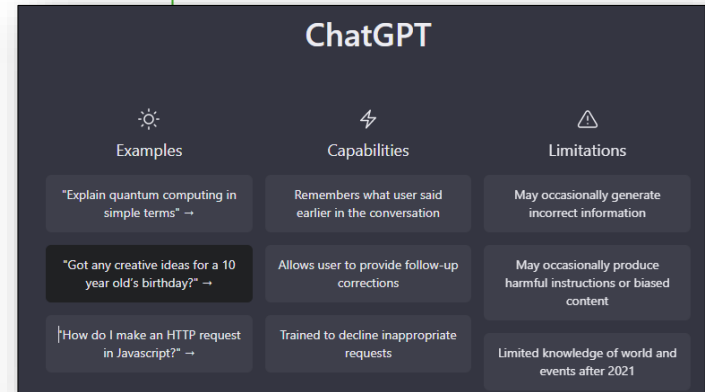
The screenshot shows the Brightspace interface for the course CST8152_010 Compilers. The top navigation bar includes links for Course Home, Content, Course Outline, Calendar, Activities, Grades, Progress, Tools, and Help. A search bar is located on the left. The main content area is titled 'Course Information' and includes a section for 'Add dates and restrictions...'. Below this is a video thumbnail for 'CST8152 Compilers'. A table of contents on the left lists various sections with item counts: Overview (243), Course Information (1), WSI (1), Your Professors, Time table, Lectures (67), and Assignments (24). The 'WSI' section is expanded, showing a description of 'Weekly Session Information (aka CSI - Course Session Information)' and a note about potential changes during the term. At the bottom, there is a list of documents, including 'CST8152_Compilers_WSI-v1' which is a PDF document.

What about... ChatGPT

- **ChatGPT** was fine-tuned on top of GPT-3.5 using supervised learning as well as reinforcement learning.

Both approaches used human trainers to improve the model's performance. It uses the Proximal Policy Optimization (PPO) algorithms present a cost-effective benefit to trust region policy optimization algorithms and the models were trained in collaboration with Microsoft on their Azure supercomputing infrastructure.

➤ Basic Chat (Sep 1st 2023): <https://openai.com/blog/chatgpt/>



1.4. But...

- Trying...



Describe how to implement a Go-like language using C Compiler step-by-step.

⚡ Quick Search

1. freecodecamp.org - [How to write a compiler in Go: a quick guide](#)
2. norasandler.com - [Writing a C Compiler, Part 1](#)
3. scaler.com - [Compilation Process in C](#)
4. medium.com - [Compiling C files with gcc, step by step](#)
5. simplilearn.com - [Use of C Language: Everything You Need to Know](#)
6. pgandinetti.github.io - [How to Build a New Programming Language](#)

■ Answer

Creating a Go-like language using a C compiler involves several steps:

1. **Define the Language:** Clearly define the syntax, grammar, and features of your Go-like language. Understand Go's syntax and borrow from it.

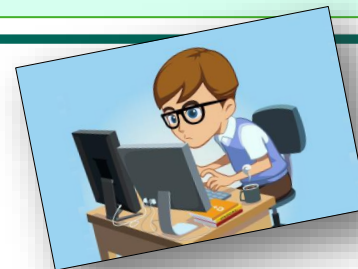
2. **Lexer (Lexical Analysis):** Write a lexer or lexical analyzer to break down the source code into tokens like identifiers, keywords, operators, and literals. You can use tools like Flex for this.
3. **Parser (Syntax Analysis):** Create a parser to build an abstract syntax tree (AST) from the tokens generated by the lexer. The AST represents the structure of the program.
4. **Semantic Analysis:** Implement the semantic analysis phase to check for type correctness, variable scoping, and other semantic rules. Ensure that your language behaves like Go in this regard.
5. **Intermediate Representation:** Generate an intermediate representation (IR) of the code. This is a lower-level representation of the code that simplifies optimization and code generation.
6. **Code Generation:** Write a code generator that translates the IR into C code. This C code should mimic the behavior of your Go-like language.
7. **Compilation:** Use a C compiler (e.g., GCC) to compile the generated C code into an executable binary.
8. **Testing:** Thoroughly test your language by writing sample programs and ensuring they behave as expected.
9. **Documentation:** Document your language's syntax, features, and usage for future developers.
10. **Optimization (Optional):** If desired, work on optimizing the generated C code to improve performance.

Your Voice, your Rights...

- Any Problems:

You can contact me by email or on MS Teams
(Paulo Sousa – sousap@algonquincollege.com).

Or, if I am not doing well my role, you can contact the
coordinator (CET), prof. Howard Rosenblum
(rosenbh@algonquincollege.com) or our Chair, prof.
Sandra Brancatelli (brancas@algonquincollege.com).



Final Message...

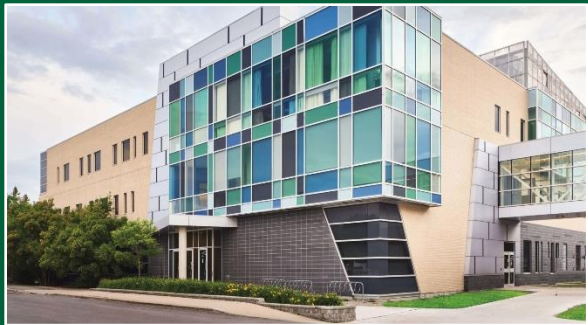
Compilers S23

Control a 'dragon' is an illusion.

Final Message...

Enjoy our course
and season...





CST8152 — Compilers

Compilers – Week 1

**Thank you for your
attention!**

Contact: sousap@algonquincollege.com