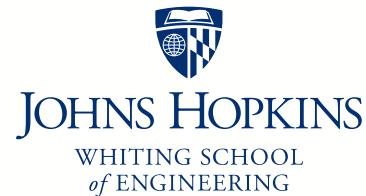


# Johns Hopkins Engineering

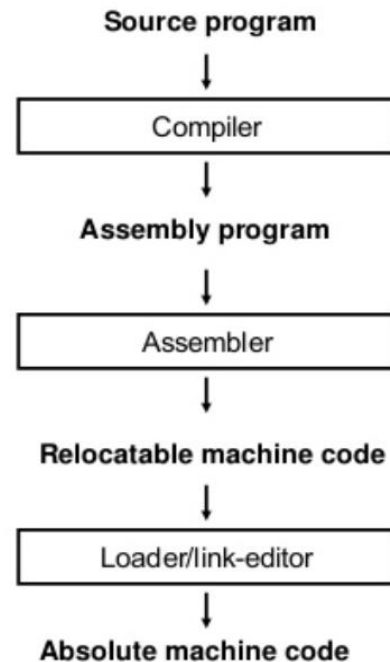
## Module 9: Compilers

EN605.204: Computer Organization

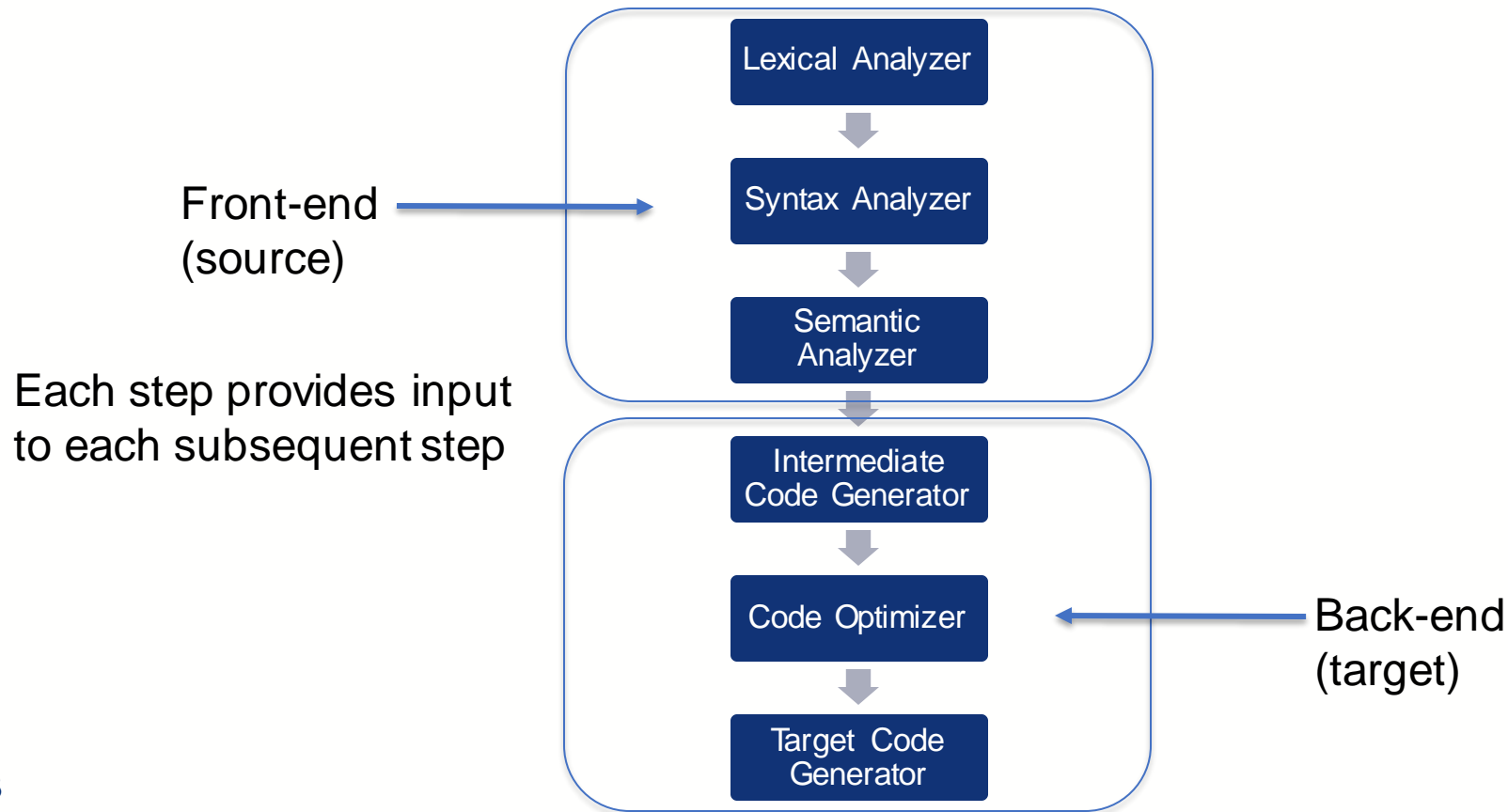


# C Function

- Computers only speak machine code
- Humans are better at semantic languages
- Compilers translate high-level code from one language (source) to another (target)
  - Ex: C to MIPS
- Decompiling is the process of going from a low-level to high-level code
  - Used to reverse engineer a binary



# Compiler Phases



# Lexical Analysis

- "lexicon": the set of units in a language
  - Integers: 0-9
  - English: a-z, A-Z, punctuation
- Scanner (lexer) tokenizes (groups) a language's characters
  - Token: collection of units that has meaning in the language
    - Ex: `int i = 0;` = 'i', 'n', 't', 'i', '=', '0', ';' = [int, i, =, 0, ;]
- Lexical errors: result in tokens not supported by the language:
  - `double d } = 3.14159; - *=` is an invalid token in C

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# Tokenizing with Regular Expressions

- Most lexical analyzers verify tokens through the use of "regular expressions" (RE's)
- RegEx's are a well-defined syntax for performing string matching
  - Ex: determine whether a password contains 1 lower, 1 upper, and 8+ chars.
    - **P**ASSWORD**1**234
    - **P**ass\_wor**D**!!
- Support for RegEx's in all major languages

# RegEx Examples

| RegEx                       | Match             | Non-match     |
|-----------------------------|-------------------|---------------|
| <code>^A</code>             | Alan              | aroma         |
| <code>ab{2}</code>          | babble            | dribble       |
| <code>fo{2}[dt]</code>      | foothill, foodie  | fools         |
| <code>be*ar</code>          | boar, beard       | beat          |
| <code>y(ea)+</code>         | yearly            | yes           |
| <code>t..th</code>          | truth, teeth, tth | teeeth        |
| <code>be{1,2}[15]+\$</code> | Ggbe1, bebe5      | Bebe5s, 1be5! |

|                    |  |
|--------------------|--|
| <code>^</code>     | Start of a string.                         |
| <code>\$</code>    | End of a string.                           |
| <code>.</code>     | Any character (except \n newline)          |
| <code> </code>     | Alternation.                               |
| <code>{...}</code> | Explicit quantifier notation.              |
| <code>[...]</code> | Explicit set of characters to match.       |
| <code>(...)</code> | Logical grouping of part of an expression. |
| <code>*</code>     | 0 or more of previous expression.          |
| <code>+</code>     | 1 or more of previous expression.          |

# RegEx Hint

- Best way to build a RegEx is to say it in plain English:
- Ex: MIPS comment: "begins with a single # and end with 0 to 79 characters that are either lowercase letters, uppercase letters, numbers, or whitespace"
- `$#[a-zA-Z0-9\s]{0,79}^`



# ANSI C Grammar (well, ~10% of it!)

```
<translation-unit> ::= {<external-declaration>}*

<external-declaration> ::= <function-definition>
                        | <declaration>

<function-definition> ::= {<declaration-specifier>}* <declarator> {<declaration>}* <compound-statement>

<declaration-specifier> ::= <storage-class-specifier>
                        | <type-specifier>
                        | <type-qualifier>

<storage-class-specifier> ::= auto
                        | register
                        | static
                        | extern
                        | typedef

<type-specifier> ::= void
                | char
                | short
                | int
                | long
                | float
                | double
                | signed
                | unsigned
                | <struct-or-union-specifier>
                | <enum-specifier>
                | <typedef-name>

<struct-or-union-specifier> ::= <struct-or-union> <identifier> { {<struct-declaration>}+ }
                        | <struct-or-union> { {<struct-declaration>}+ }
                        | <struct-or-union> <identifier>

<struct-or-union> ::= struct
                | union
```

# Syntax Analysis

- Parser builds a tree from the tokens provided by the scanner
- Ensures tokens make sense in context with one another
  - *int x = 0;*
    - Valid lexically, syntactically
  - *int = x 0;*
    - Valid lexically, not syntactically
- How to determine valid syntax between tokens: grammar

# Grammar

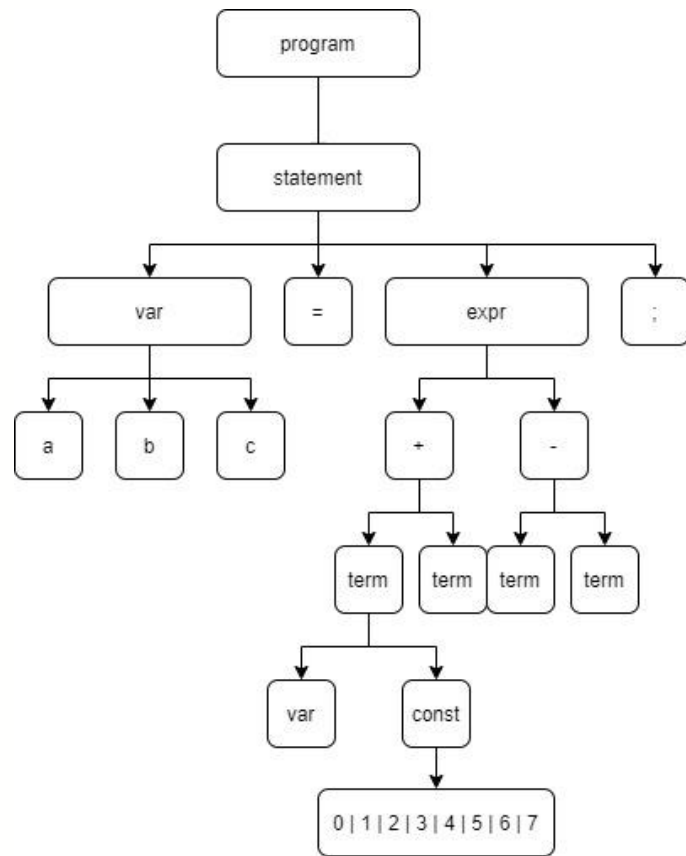
- Set of rules that define legal syntax of a language
- We'll look at Backus-Naur Form
  - Terminals: literal symbols that are permitted in code
  - Non-terminals: are substituted with other elements
  - Production Rules: how (non) terminals are used together
- Sample grammar:
  - `<digit> ::= '0' | '1' | '2' | '3'`
  - `<integer> ::= ['-'] <digit> {<digit>}`
- This grammar specifies how we can represent integers
  - Valid: 1, -10, 0023, 1230321
  - Invalid: +1, 4, -90, 1234321

# Advanced Grammar

- $\langle \text{program} \rangle ::= \{ \langle \text{stmt} \rangle^* \}$
  - $\langle \text{stmt} \rangle ::= \langle \text{var} \rangle = \langle \text{expr} \rangle ;$
  - $\langle \text{var} \rangle ::= \underbrace{a \mid b \mid c}$
  - $\langle \text{expr} \rangle ::= \langle \text{term} \rangle + \langle \text{term} \rangle \mid \langle \text{term} \rangle - \langle \text{term} \rangle$
  - $\langle \text{term} \rangle = \langle \text{var} \rangle \mid \langle \text{const} \rangle$
  - $\langle \text{const} \rangle ::= \underbrace{0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7}$
- Valid:  $a = b + c; c = a + 2;$
- Invalid:  $a = b + 8; a = 2 * c;$
- 
- terminals

# Parse Tree

- Recursively tracing through the grammar results in our "parse tree"
- 'program' contains one 'statement'
- 'stmt' contains 'var', 'expr', '=', and ';'.
- 'var' contains a literal 'a', 'b', or 'c'
- 'expr' contains 2 <term>'s separated by a literal '+' or '-'
- 'const' contains a literal '1', '2', '3', '4', '5', '6', or '7'



# Semantic Analysis

- Given the parse tree from the parser, makes sure the "meaning" of the code makes sense
- Static checks
  - Type checking: `int x` should not = `double d`
    - Maintains symbol table mapping variables to types
  - Initialization: C requires variables to be set to 0 before use
- Dynamic checks (checked at runtime, code provided by compiler)
  - Cannot use a variable before declaring it
  - Java checks array bounds