

# Compilers Project Report

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## FlatB Programming Language Description :-

The language consists of two main blocks. The declare block contains all the code required to declare the integer variables and arrays used in the program. The code block holds the code necessary to perform operations on the declared variables and achieve the required output. The following functionality is present in my flatB compiler.

1. Data Types - Integers and Array of Integers.

2. Arithmetic Expressions - Add , Sub , Mul

Logical - And , Or

Relational - (>,<.,==,!=,>=,<=)

3. For loop - 2 variants

4. If and If-Else statement

5. while loops

7. print/read

```
print "blah...blah", val
println "new line at the end"
read sum
read data[i]
```

## Syntax and Semantics :-

program:     DB decl\_block CB code\_block

decl\_block:   '{'declaration\_list'}'  
             |     '{'   }'     ;

declaration\_list:   declaration

```

|          declaration_list declaration
;

declaration:  DATATYPE instance ';'
;

instance:    instance ',' variable
|           variable          ;

code_block:  '{statement_list}'
|           '{' '}'
;

statement_list: statement
|            statement_list statement
|            statement_list LABEL ':' statement

statement:   IF boolexp code_block
|           IF boolexp code_block ELSE code_block
|           WHILE boolexp code_block
|           FOR IDENTIFIER '=' operand ',' operand code_block
|           FOR IDENTIFIER '=' operand ',' operand ',' operand code_block
|           GOTO LABEL IF boolexp ';'
|           GOT LABEL ';'
|           variable '=' expr ';'
|           PRINT element ';'
|           PRINTLN element ';'
|           READ variable ';'
;

expr:        expr '+' expr
|           expr '-' expr
|           expr '*' expr
|           operand
;

boolexp:     boolexp AND boolexp
|           boolexp OR boolexp

```

```

    |    relexpr
    ;

relexpr:    operand GT operand
    |    operand LT operand
    |    operand GE operand
    |    operand LE operand
    |    operand EQ operand
    |    operand NE operand
    |    TRUE
    |    FALSE
    ;

element:    element ',' printables
    |    printables
    ;

printables: variable
    |    TEXT
    ;

operand:    NUMBER
    |    variable
    ;

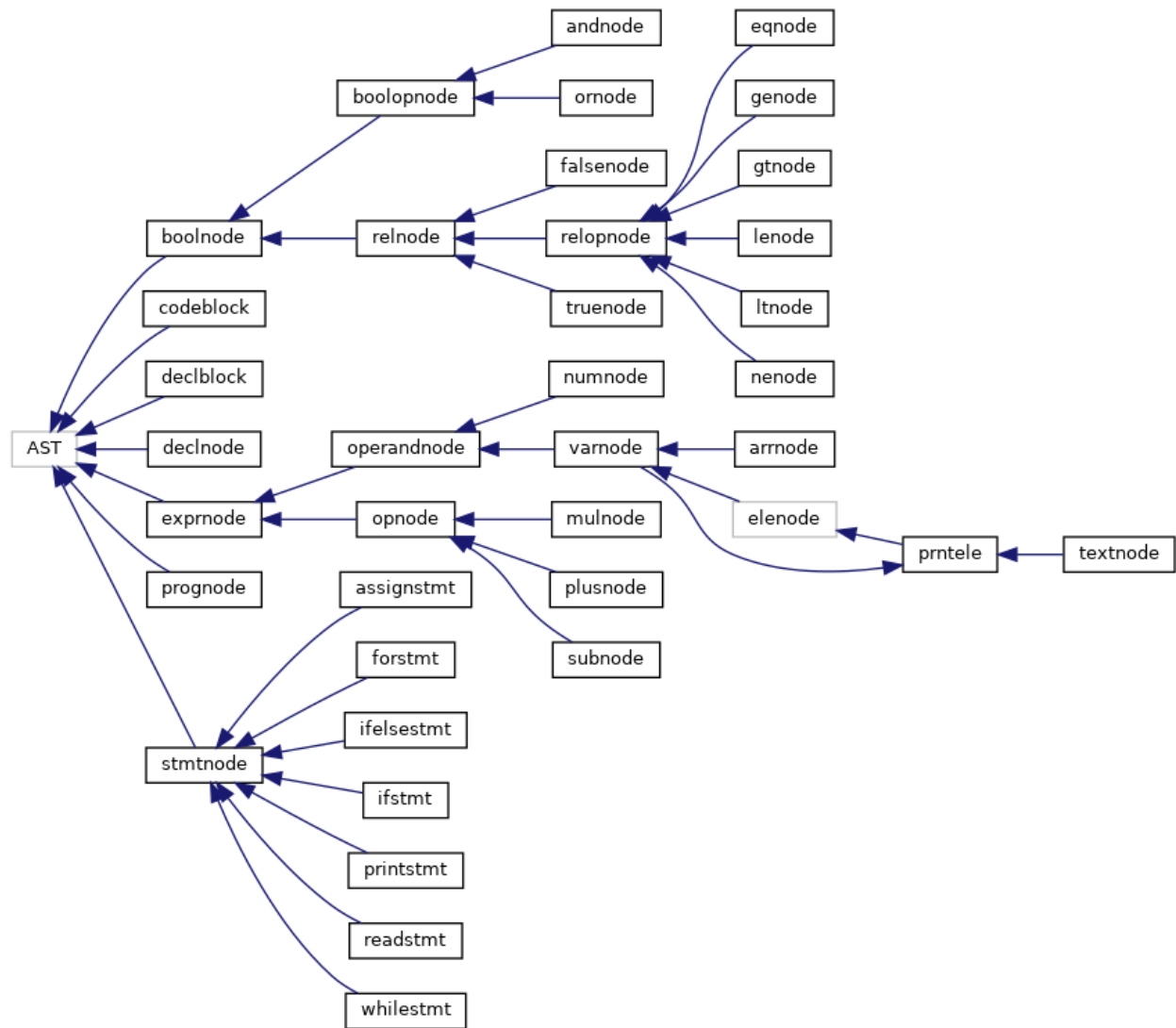
variable:    IDENTIFIER
    |    array
    ;

array:      IDENTIFIER '[' NUMBER ']'
    |    IDENTIFIER '[' IDENTIFIER ']'
    ;

```

## Design of AST :-

Generated Using Doxygen Wizard. More information available at  
<file:///home/mayukuse/html/index.html>



## **Visitor Design Pattern :-**

The visitor design pattern is very useful for the construction of the compiler. The following benefits are obtained from the usage of the pattern :-

- 1) The memory consumed by the AST is reduced. Only required nodes in the AST are created which contain the necessary functionality.
- 2) It allows us to separate the data structure from the algorithms. An operation can be applied to all the objects in the AST without modifying the AST.
- 3) Also, from point 2, we can also add multiple passes to the AST to perform different operations by only adding the extra functionality. Prevents the creation of redundant code.

## **Interpreter Design :-**

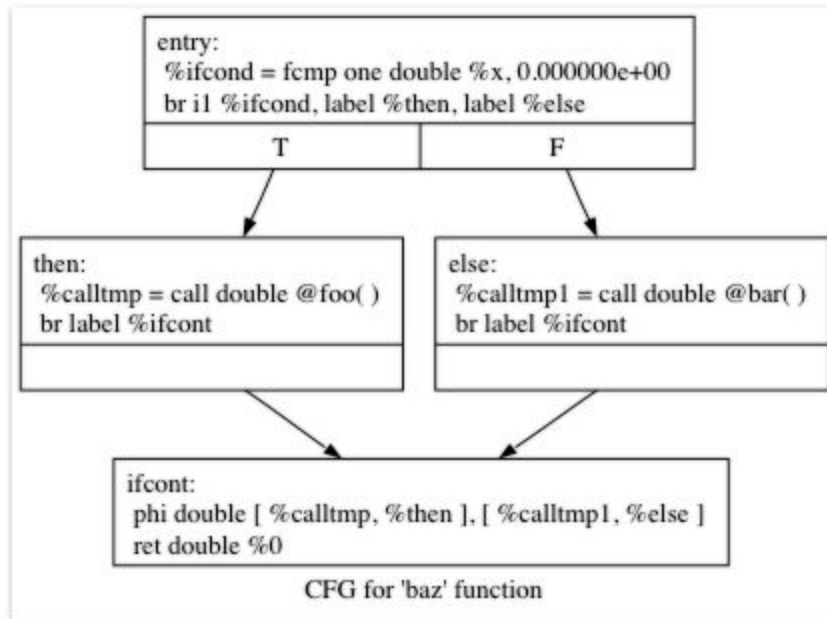
The interpreter evaluates the data being held in the AST nodes. It uses C++ data structures and operations for the purpose of evaluating the nodes.

## **Code Generation Design :-**

The code generation is performed using the LLVM compiler infrastructure. LLVM provides tools for the purpose of compiler construction. The LLVM code generation tool was used for this project to generate the IR representation of the Bcc input program.

Major components of the LLVM IR generation involves the Module, Function, BasicBlocks and Instructions. Libraries like the Context have been used to provide the necessary LLVM data types and constant values. The IRBuilder has been used to ease the creation of instructions and to connect the different components mentioned above.

Example of Control Flow graph required in generation of If-Else and Loops.



## Performance Comparison:-

1.) Bubble sort on first 10 integers originally in descending order

Performance counter stats for './bcc ../test-units/llvmtest.b':

24.673016	task-clock:u (msec)	#	0.986 CPUs utilized
0	context-switches:u	#	0.000 K/sec
0	cpu-migrations:u	#	0.000 K/sec
1,452	page-faults:u	#	0.059 M/sec
<b>35,262,891</b>	cycles:u	#	1.429 GHz
<b>63,027,376</b>	instructions:u	#	1.79 insn per cycle
8,723,081	branches:u	#	353.547 M/sec
171,596	branch-misses:u	#	1.97% of all branches

**0.025021542** seconds time elapsed

2) Nested For loop of depth 3

Performance counter stats for './bcc ../test-units/triplefor.b':

113.361834	task-clock:u (msec)	#	0.995 CPUs utilized
0	context-switches:u	#	0.000 K/sec
0	cpu-migrations:u	#	0.000 K/sec
1,454	page-faults:u	#	0.013 M/sec
<b>292,893,951</b>	cycles:u	#	2.584 GHz
<b>768,967,651</b>	instructions:u	#	2.63 insn per cycle
204,730,123	branches:u	#	1805.988 M/sec
187,838	branch-misses:u	#	0.09% of all branches

**0.113921472** seconds time elapsed

**IIi)** Nested For loop of depth 3

Performance counter stats for 'IIi output.II':

28.164955	task-clock:u (msec)	#	0.987 CPUs utilized
0	context-switches:u	#	0.000 K/sec
0	cpu-migrations:u	#	0.000 K/sec
1,850	page-faults:u	#	0.066 M/sec
<b>38,808,283</b>	cycles:u	#	1.378 GHz
<b>53,767,013</b>	instructions:u	#	1.39 insn per cycle
9,491,346	branches:u	#	336.991 M/sec
260,275	branch-misses:u	#	2.74% of all branches

**0.028528978** seconds time elapsed

**IIc)** Nested For loop of depth 3

Performance counter stats for './IIcout':

4.480001	task-clock:u (msec)	#	0.928 CPUs utilized
0	context-switches:u	#	0.000 K/sec
0	cpu-migrations:u	#	0.000 K/sec
96	page-faults:u	#	0.021 M/sec
<b>10,873,047</b>	cycles:u	#	2.427 GHz
<b>8,361,108</b>	instructions:u	#	0.77 insn per cycle
1,645,073	branches:u	#	367.204 M/sec
29,369	branch-misses:u	#	1.79% of all branches

**0.004825412** seconds time elapsed