

Introduction to *MicroC*

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MicroC

MicroC is a sublanguage of C

Many simplifications have been made compared to real C

- datatypes: only int and char variables, arrays, and pointers
- no structs, unions, doubles, function pointers, ...
- no initializers in variable declarations
- Functions can return only int, char, void, bool
- No pointer arithmetic
- Pointers and arrays are not interchangeable
- No dynamic allocation of memory

An example of MicroC (1)

```
/* Function to reverse arr[] from start to end*/  
void reverseArray(int arr[], int start, int end)  
{  
    int temp;  
    while (start < end)  
    {  
        temp = arr[start];  
        arr[start] = arr[end];  
        arr[end] = temp;  
        start = start + 1;  
        end = end - 1;  
    }  
}
```

An example of MicroC (2)

/* Utility that prints out an array on a line */

void printArray(**int** arr[], **int** size)

{

int i;

for (i=0; i < size; i = i + 1)

 print(arr[i]);

}

An example of MicroC (3)

```
/* Main function */
```

```
int main()
```

```
{
```

```
    int arr[6]; int i; int n; n = 6;
```

```
    for(i = 0; i < 6; i = i + 1)
```

```
        arr[i] = i + 1;
```

```
    reverseArray(arr, 0, n-1);
```

```
    printArray(arr, n);
```

```
    return 0;
```

```
}
```

MicroC compilation

MicroC can be compiled to native code using the LLVM infrastructure

The microc compiler generates LLVM bitcode that

- Can be run with the tool lli
- Can be translated to assembler with the tool llc
- Can be linked with other C code and translated to native code with clang compiler

Abstract syntax of MicroC (1)

The definition of the abstract syntax tree is defined in the file [ast.ml](#)

Roughly, there are four main syntactic categories:

1. Expression
2. Access expression, i.e., l-value expressions
3. Statements
4. Declaration, e.g., functions and global variables

A program is a list of function or global variable declarations

Abstract syntax of MicroC (2)

A node of the AST is annotated with a position and an id

```
type 'a annotated_node = {loc : position[@opaque]; node : 'a; id : int  
}[@@deriving show]
```

- The loc field stores about the position in the source file
- The node field is the syntactic element
- id is not used at the moment
- The annotation [@@ deriving show] is used by the deriving ppx to automatically generate a string representation of the node

Abstract syntax of MicroC (3)

Nodes are built by instantiating the `annotated_node` record

```
type expr = expr_node annotated_node
```

```
and expr_node =
```

```
| Access of access      (* x or *p or a[e] *)
```

```
| Assign of access * expr (* x=e or *p=e or a[e]=e *)
```

```
| Addr of access        (* &x or &*p or &a[e] *)
```

```
| ILiteral of int       (* Integer literal *)
```

```
| CLiteral of char      (* Char literal *)
```

```
| ...
```

```
[@@deriving show]
```

MicroC Lexical elements (1)

Identifiers starts with a letter or an underscore and then can contain letters, underscore and numbers

`i, _local_var, string_of_int32`

Integer literal are sequence of digits (integers are 32bit values)

`32, 1024, 3232`

Character literals have the form `'c'` where `c` is a character

`'A', 'b', '1'`

MicroC Lexical elements (2)

Boolean literals are true and false

Keywords are: if, return, else, for, while, int, char, void, NULL, bool

Operators: &, +, -, *, /, %, =, ==, !=, <, <=, >, >=, &&, ||, !

Other symbols: (,), {, }, [,], &, :, ,

Comments:

Single line comments //

Multiple lines /* ... */

Operator precedence and associativity

```
right  =      /* lowest precedence */
left   ||
left   &&
left   == !=
nonassoc > < >= <=
left   + -
left   * / %
nonassoc ! &
nonassoc [      /* highest precedence */
```

MicroC Grammar (1)

Program ::= Topdecl* EOF

Topdecl ::= Vardecl “;” | Fundecl

Vardecl ::= Typ Vardesc

Vardesc ::= ID | “*” Vardesc | “(“ Vardesc “)” | Vardesc “[“ “]” | Vardesc “[“ INT “]”

Fundecl ::= Typ ID “(“ ((Vardecl “,”)* Vardecl)? “)” Block

Block ::= “{“ (Stmt | Vardecl “;”)* “}”

Typ ::= “int” | “char” | “void” | “bool”

MicroC Grammar (2)

Stmt ::= “return” Expr “;” | Expr “;” | Block | “while” “(“ Expr “)” Block
| “for” “(“ Expr? “;” Expr? “;” Expr? “)” Block
| “if” “(“ Expr “)” Stmt “else” Stmt | “if” “(“ Expr “)” Stmt

Expr ::= RExpr | LExpr

LExpr ::= ID | “(“ LExpr “)” | “*” LExpr | “*” AExpr | LExpr “[“ Expr “]”

RExp ::= AExpr | ID “(“ ((Expr “,”)* Expr)? “)” | LExpr “=” Expr | “!” Expr
| “-” Expr | Expr BinOp Expr

MicroC Grammar (3)

$\text{BinOp} ::= "+" \mid "-" \mid "*" \mid "\%" \mid "/" \mid "\&\&" \mid "||" \mid "<" \mid ">" \mid "<=" \mid ">=" \mid "==" \mid "!="$

$\text{AExpr} ::= \text{INT} \mid \text{CHAR} \mid \text{BOOL} \mid \text{"NULL"} \mid \text{"(" RExpr ")" } \mid \text{"\&" LExpr}$

Notes:

- The grammar is ambiguous
- Tokens with no semantic values are enclosed in ""
- Tokens with semantic values are capitalized, e.g., ID, NAME