

richardwu.ca

# CS 444/644 COURSE NOTES

COMPILER CONSTRUCTION

ONDŘEJ LHOTÁK • WINTER 2019 • UNIVERSITY OF WATERLOO

---

Last Revision: January 14, 2019

## Table of Contents

<b>1</b>	<b>January 7, 2019</b>	<b>1</b>
1.1	Basic overview of a compiler . . . . .	1
1.2	Overview of front-end analysis . . . . .	1
<b>2</b>	<b>January 9, 2019</b>	<b>1</b>
2.1	Scanning tools (lex) . . . . .	1
<b>3</b>	<b>January 14, 2019</b>	<b>3</b>
3.1	DFA recognition scanning . . . . .	3
3.2	Constructing the scanning DFA . . . . .	4

---

### Abstract

These notes are intended as a resource for myself; past, present, or future students of this course, and anyone interested in the material. The goal is to provide an end-to-end resource that covers all material discussed in the course displayed in an organized manner. These notes are my interpretation and transcription of the content covered in lectures. The instructor has not verified or confirmed the accuracy of these notes, and any discrepancies, misunderstandings, typos, etc. as these notes relate to course's content is not the responsibility of the instructor. If you spot any errors or would like to contribute, please contact me directly.

## 1 January 7, 2019

### 1.1 Basic overview of a compiler

A **compiler** takes a source language and translates it to a target language. The source language could be, for example, C, Java, or JVM bytecode and the target language could be, for example, machine language or JVM bytecode.

A compiler could be divided into two parts:

**Front-end analysis** Front-end could be further divided into two parts: the first being scanning and parsing (assignment 1) and the second being context-sensitive analysis (assignment 2,3,4).

Some refer to context-sensitive analysis as “middle-end”.

**Back-end synthesis** The backend could also be divided into two parts: the first being optimization (CS 744) and the second being code generation (assignment 5).

### 1.2 Overview of front-end analysis

Goal: is the input a valid program? An auxiliary step is to also generate information about the program for use in synthesis later on.

There are several steps in the front-end:

**Scanning** Split sequence of characters into sequence of tokens. Each token consists of its lexeme (actual characters) and its kind.

There are tools for generating the DFA expressions from a regular language e.g. lex.

## 2 January 9, 2019

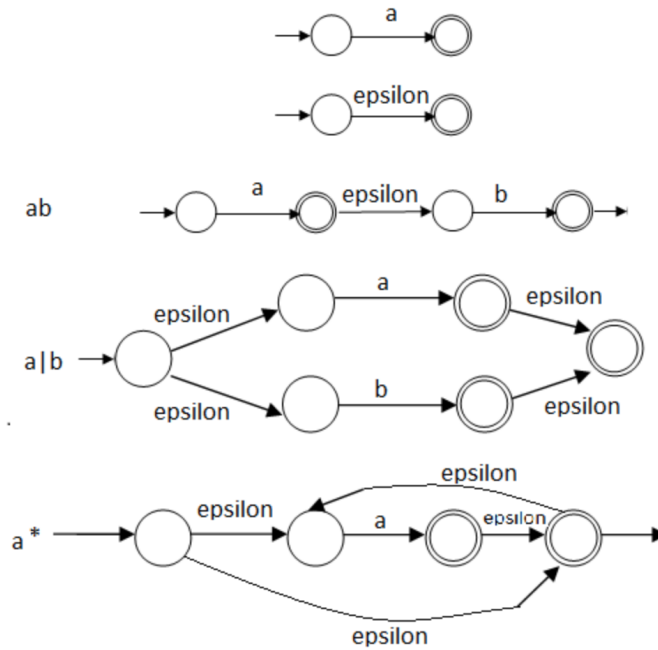
### 2.1 Scanning tools (lex)

Our goal is to specify our grammar in terms of regular expressions (regex) which lex can convert into a scanning DFA.

Review of regex to language (set of words):

RE	$L(e)$
$\emptyset$	$\{\}$
$\epsilon$	$\{\epsilon\}$
$a \in \Sigma$	$\{a\}$
$e_1 e_2$	$\{xy \mid x \in L(e_1), y \in L(e_2)\}$
$e_1 \mid e_2$	$L(e_1) \cup L(e_2)$
$e^*$	$L(\epsilon \mid e \mid ee \mid eee \mid \dots)$

The corresponding NFAs we can construct per each regex rule are



Let  $\Sigma$  be the set of characters,  $Q$  the set of states,  $q_0$  the initial state,  $A$  the accepting states, and  $\delta$  the transition function, an NFA is a 5-tuple  $(\Sigma, Q, q_0, A, \delta)$  where

$$\text{NFA} : \delta : Q \times (\Sigma \cup \{\epsilon\}) \rightarrow 2^Q \text{ (subset of } Q)$$

$$\text{DFA} : \delta : Q \times \Sigma \rightarrow Q$$

i.e. the transition function of an NFA returns a subset of states in  $Q$ .

We note in our above NFAs some accepting states are equivalent (connected by an  $\epsilon$  transition).

We define

**Definition 2.1** ( $\epsilon$ -closure I). The  $\epsilon$ -closure( $S$ ) of a set of states  $S$  is the set of states reachable from  $S$  by (0 or more)  $\epsilon$ -transitions.

Another equivalent recursive definition

**Definition 2.2** ( $\epsilon$ -closure II). Smallest set  $S'$  such that

$$S' \supseteq S$$

$$S' \supseteq \{q \mid q' \in S', q \in \delta(q', \epsilon)\}$$

We note that any NFA can be converted in a corresponding DFA. The input is an NFA  $(\Sigma, Q, q_0, A, \delta)$  and we'd like to get a DFA  $(\Sigma, Q', q'_0, A', \delta')$  where

$$q'_0 = \epsilon\text{-closure}(\{q_0\})$$

$$\delta'(q', a) = \epsilon\text{-closure}\left(\bigcup_{q \in q'} \delta(q, a)\right)$$

we note that each state of our DFA is a set of states in the original NFA e.g.  $\{1, 2, 4\}$  may be a state in the DFA.

We generate more states in our DFA by iterating through every  $a \in \Sigma$  and applying rule two to our initial state  $q'_0$ . We do this until no further states can be generated from existing DFA states and all  $a \in \Sigma$  have been exhausted. We note that the entire set of states  $Q'$  in the DFA can be recursively defined as the smallest set of subsets of  $Q$  such that

$$\begin{aligned} Q' &\supseteq \{q'_0\} \\ Q' &\supseteq \{\delta'(q', a) \mid q' \in Q'\} \quad \forall a \in \Sigma \end{aligned}$$

We note that if any accepting state is included in a state of the DFA, we can accept it (since we can reach the corresponding accepting state in the NFA). Thus

$$A' = \{q' \in Q' \mid q' \cap A \neq \emptyset\}$$

### 3 January 14, 2019

#### 3.1 DFA recognition scanning

The algorithm for using a DFA to recognize if a word is valid in the grammar

---

**Algorithm 1** DFA recognition

---

**input** word  $w$ , DFA  $M = (\Sigma, Q, q_0, \delta A)$

**output** boolean  $w \in L(M)$ ?

```

1:  $q \leftarrow q_0$ 
2: for  $i$  from 1 to  $|w|$  do
3:    $q \leftarrow \delta(q, w[i])$ 
4: return  $q \in A$ 
```

---

**Scanning** is similar where we take a *sequence of symbols* and convert it into a *sequence of tokens* using a DFA. In **maximal munch** we have

---

**Algorithm 2** Maximal munch (abstract)

---

**input** DFA  $M$  specifying language  $L$  of valid tokens, string of symbols  $w$

**output** sequence of tokens, each token  $\in L$  that concatenates to  $w$

```

1: while until end of output do
2:   Find a maximal prefix of remaining input that is in  $L$ 
3:   ERROR if no non-empty prefix in  $L$ 
```

---

note that **maximal munch** takes the **maximal prefix**: if we do not take the maximal prefix we may run into ambiguity. A more concrete implementation

---

**Algorithm 3** Maximal munch (concrete)

---

```

1: while until end of output do
2:   Run DFA and record last seen accepting state until it gets stuck (or it transitions to ERROR state)
3:   Backtrack DFA and the input to last seen accepting state
4:   ERROR if there is no accepting state
5:   Output prefix as the next token
6:   Set DFA back to start state
```

---

Note that in Java which uses maximal munch,  $a - -b$  would be parsed as  $a(- - b)$  which would return a parsing error (as opposed to  $a - (-b)$  since  $--$  is a token in Java).

### 3.2 Constructing the scanning DFA

The overall algorithm from regex to a scanning DFA is

---

**Algorithm 4** Regex to scanning DFA

---

**input** REs  $R_1, \dots, R_n$  for token kinds in priority order

**output** DFA with accepting states labelled with token kinds

- 1: Construct an NFA  $M$  for  $R_1 \mid R_2 \mid \dots \mid R_n$
  - 2: Convert NFA to DFA  $M'$  (each state of  $M'$  is set of states in  $M$ )
  - 3: For each accepting state of  $M'$ , output highest priority token kind of the set of NFA accepting states
-