# Compilers Construction:

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#### **Team Name:**

KSS



#### Technological Stack and Language Properties

- Source language: Typed and Imperative language (Project I)
- Implementation language: C++
- Tool for creating the parser: Bison-based parser
- Target platform: LLVM bit-code



### Lexer

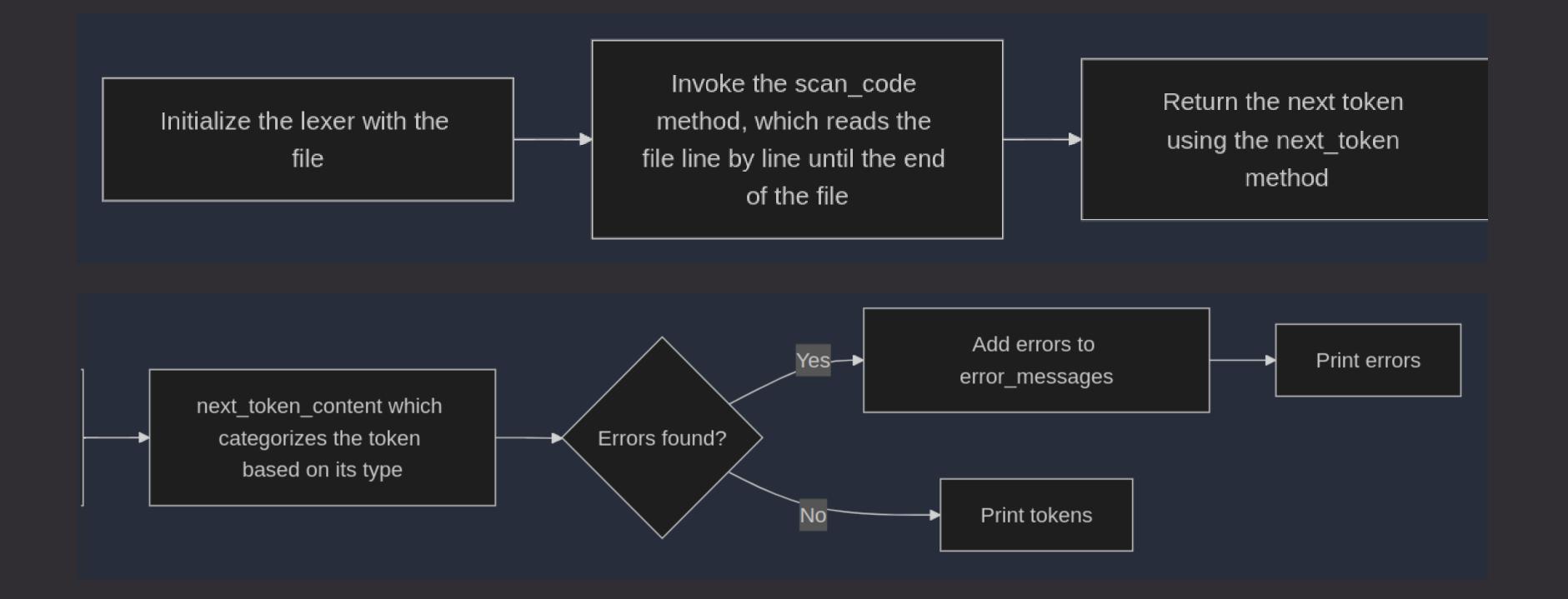
### Lexer Overview

- The Lexer class is responsible for scanning the source code and breaking it into tokens, which are then passed on to the parser for syntax analysis.
- Member Variables:
- tokenized\_code: A vector that stores the tokens generated from the input code.
- error\_messages: A vector to store any errors encountered during tokenization.
- **keywords**: A map of predefined keywords and their associated token types (e.g., KEYWORD).
- fin: An input file stream used to read the source code.
- code: Holds the raw source code being tokenized.
- ind: A counter to keep track of the position within the code.

### token.hpp file

Element	Description
TokenType Enum	Defines various token types such as KEYWORD, WHILE, INTEGER_LITERAL, etc.
Class Token	Represents a token with attributes:
	– TokenType type: The type of token
	– string content: The value of the token
Member Functions	- typeToString(): Converts TokenType to a string representation.
	– operator string(): Converts the token to a string for easy display.
	– operator<<: Overloads ostream for token output.
Usage	Provides structure for our lexical analysis

### Flow



#### Token Classification Functions

- is\_bracket
- is\_boolean
- is\_integer
- is\_real
- is\_literal

- is\_keyword
- is\_identifier: here we are using regex.
- is\_pancutator
- is\_operator

#### **Token Parsing Functions**

- next\_token\_content
- next\_token
- token\_type

#### Example Input Code

```
// 1. Add Two Numbers
cutine add_numbers(a: integer, b: integer): integer is
var result: integer;
result := a + b;
return result;
end
var a: integer is 1;
var b: integer is 2;
add_numbers(a,b);
```

#### Example Output Tokens

```
1 KEYWORD routine
    IDENTIFIER add numbers
    LPAR (
    IDENTIFIER a
    PUNCTUATOR:
    KEYWORD integer
    PUNCTUATOR ,
    IDENTIFIER b
    PUNCTUATOR:
    KEYWORD integer
11
    RPAR )
    PUNCTUATOR:
    KEYWORD integer
    KEYWORD is
15 KEYWORD var
    IDENTIFIER result
17 PUNCTUATOR:
    KEYWORD integer
    PUNCTUATOR;
    IDENTIFIER result
21 PUNCTUATOR:
22
    OPERATOR =
23
    IDENTIFIER a
24
    OPERATOR +
25 IDENTIFIER b
26 PUNCTUATOR;
    KEYWORD return
28 IDENTIFIER result
    PUNCTUATOR;
    KEYWORD end
    KEYWORD var
    IDENTIFIER a
    PUNCTUATOR:
    KEYWORD integer
    KEYWORD is
    INT 1
    PUNCTUATOR;
```

```
KEYWORD var
    IDENTIFIER b
39
40
    PUNCTUATOR:
    KEYWORD integer
42
    KEYWORD is
43
    INT 2
    PUNCTUATOR;
    IDENTIFIER add numbers
46
    LPAR (
    IDENTIFIER a
    PUNCTUATOR ,
    IDENTIFIER b
49
    RPAR )
50
51
    PUNCTUATOR;
52
```

### Syntax Analysis

### ast.hpp

#### **Base Class**

• AST\_Node: Represents a generic AST node.

#### Attributes:

- Node\_Type type: Specifies the node type.
- std::vector<AST\_Node \*> children: Stores child nodes.

#### **Derived Classes**

- Non termain Node
- termainl Node

Identifier\_Node, Type\_Node, Boolean\_Node, Integer\_Node, Real\_Node, Operator

### ast.cpp

#### print\_ast\_helper

Purpose: Recursively traverses the Abstract
 Syntax Tree (AST) and prints node information.

#### **Parameters:**

- node: The current AST node to process.
- indent: The level of indentation for nested nodes.
- output\_file: The file pointer where the AST information is written.

#### **Functionality:**

- Checks for the node type and prints its corresponding information (e.g., identifier name, type, value).
- Recursively calls itself for each child node to traverse the tree and print all nodes.

#### print\_ast

• Purpose: Initiates the printing process and writes the AST to a file.

#### Parameters:

- node: The root AST node to start the traversal.
- indent: The initial indentation for the root node.
- file\_name: The output file name where the AST will be saved.

#### **Functionality:**

Opens the specified file, calls
 print\_ast\_helper to process the AST, and then
 closes the file.

### grammer.y

#### **Union Definition (%union)**

- Purpose: Defines the data types for different non-terminal symbols used in the grammar.
   This section links the grammar rules to the types of data they hold.
- what each grammar symbol can hold
- int int\_val;

#### **Type Definitions (%type)**

• Purpose: Specifies which data types are associated with non-terminal symbols in the grammar.

#### **Token Definitions (%token)**

- Purpose: Defines the terminal symbols (tokens) for the grammar.
- %token <int\_val> INTEGER\_LITERAL

We followed the strucutre as in the I project

#### Grammar Rules Section (The Main Rules)

- Purpose: Defines the actual grammar rules for parsing the input and generating the AST.
- Each rule describes how the language's constructs (such as a program, variable declaration, or expression) are parsed.

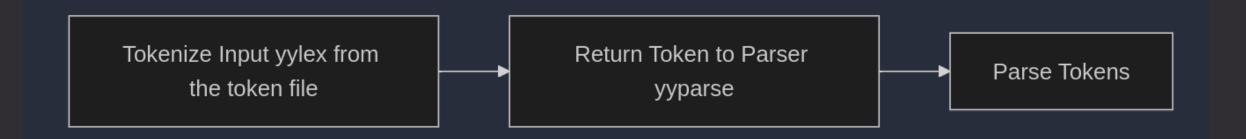
#### For example:

- program rule starts the parsing process by expecting declarations.
- variableDeclaration rule defines how variables are declared in the language.
- Some rules include semantic actions (code inside curly braces {...}) that create AST nodes. For example, the rule for variableDeclaration creates a node for variable declaration and links it to the child nodes (identifier, type, and expression).

```
typeDecleration
   : TYPE identifier IS type ';' {
   $$ = new None Terminal Node("TYPE DECLARATION");
   $$->children.push back($2);
   $$->children.push back($4);
recordType
   : RECORD '{' variableDeclerations '}' END {
      $$ = new None Terminal Node("RECORD TYPE");
     $$->children.push back($3);
variableDeclerations
  : variableDeclerations variableDeclaration {
      $$ = $1;
      $$->children.push back($2);
    | /* empty */ {
      $$ = new None Terminal Node("VARIABLE DECLARATIONS");
```

```
for expression :
   FOR identifier range LOOP body END{
     $$ = new None Terminal Node("FOR STATEMENT");
     $$->children.push back($2);
     $$->children.push back($3);
     $$->children.push_back($5);
range:
   IN expression RANGE expression {
    $$ = new None Terminal Node("RANGE EX");
    $$->children.push back($2);
    $$->children.push back($4);
    IN REVERSE expression RANGE expression{
    $$ = new None Terminal Node("RANGE REVERSE");
    $$->children.push back($3);
    $$->children.push back($5);
```

```
jumpStatement
 : return exp {
   $$ = new None Terminal Node("JUMP STATEMENT");
   $$->children.push back($1);
   continue exp {
   $$ = new None Terminal Node("JUMP STATEMENT");
    $$->children.push back($1);
   break exp {
   $$ = new None Terminal Node("JUMP STATEMENT");
   $$->children.push back($1);
return exp
 : RETURN ';'{
  $$ = new None Terminal Node("RETURN EX");
  RETURN expression ';' {
    $$ = new None Terminal Node("RETURN EX");
    $$->children.push back($2);
continue exp
 : CONTINUE ';'{
    $$ = new None Terminal Node("CONTINUE EX");
```



- The yylex function is responsible for tokenizing the input. It reads each token after using the static set\_tokens function, parses it, and returns an integer corresponding to a specific token type.
- For each line, it reads the tokenType (such as IDENTIFIER, INTEGER\_LITERAL) and tokenValue (the actual value).
- Based on the token value and type, it returns an appropriate token to the parser.
- yyparse() is called to begin parsing the tokens.
- The parser uses the tokens generated by yylex to understand and process the structure of the code.

### Semantic Analysis

### semantic.hpp

• Defines the Semantic Analysis class used for checking semantic correctness and optimizing the Abstract Syntax Tree (AST).

#### Class Declaration

- AST\_Node \*root The root node of the AST.
- Semantic\_Analysis(AST\_Node \*rootNode)
  - Initializes the semantic analysis with the AST root.
- void Semantic\_Analysis\_Checks(AST\_Node \*node)
  - Performs semantic checks on the AST.
- void optimize(AST\_Node \*node)
  - Optimizes the AST by removing unreachable and unused code.

### semantic checks

- **check\_return**: Ensures return statements are within functions.
- check\_continue: Ensures continue statements are within loops.
- check\_break: Ensures break statements are within loops.
- checkVariableDeclarations: Verifies variables are declared before use.
- checkRoutineDeclarations: Verifies functions are declared before use.
- checkTypeDeclarations: Ensures types are declared before use.

### optimize

- remove\_unreachable\_code: Eliminates code after a jump statement (like return or break) that can't be executed.
- remove\_unused\_routines: Removes unused routines from the AST.
- remove\_unused\_varible: Removes variables that are declared but not used.
- remove\_unused\_types: Removes type declarations that are not referenced.

### codegen

### codegen.hpp

#### Purpose:

• The codegen.hpp file declares the Codegen class, which is responsible for converting an Abstract Syntax Tree (AST) into LLVM Intermediate Representation (IR).

- Constructor initializes the root node of the AST.
- start\_llvm function triggers the LLVM code generation process.

### codegen.cpp

#### Purpose:

- The codegen.cpp file defines the methods and functions for generating LLVM IR from the AST nodes.
- code\_generation:
  - Implements a switch-case structure to handle different AST node types (e.g., variable declaration, loops, function calls).
  - Calls specific code generation functions (Varible\_Decleration\_code\_Gen, If\_statement\_code\_gen, etc.).

#### InitializeModule:

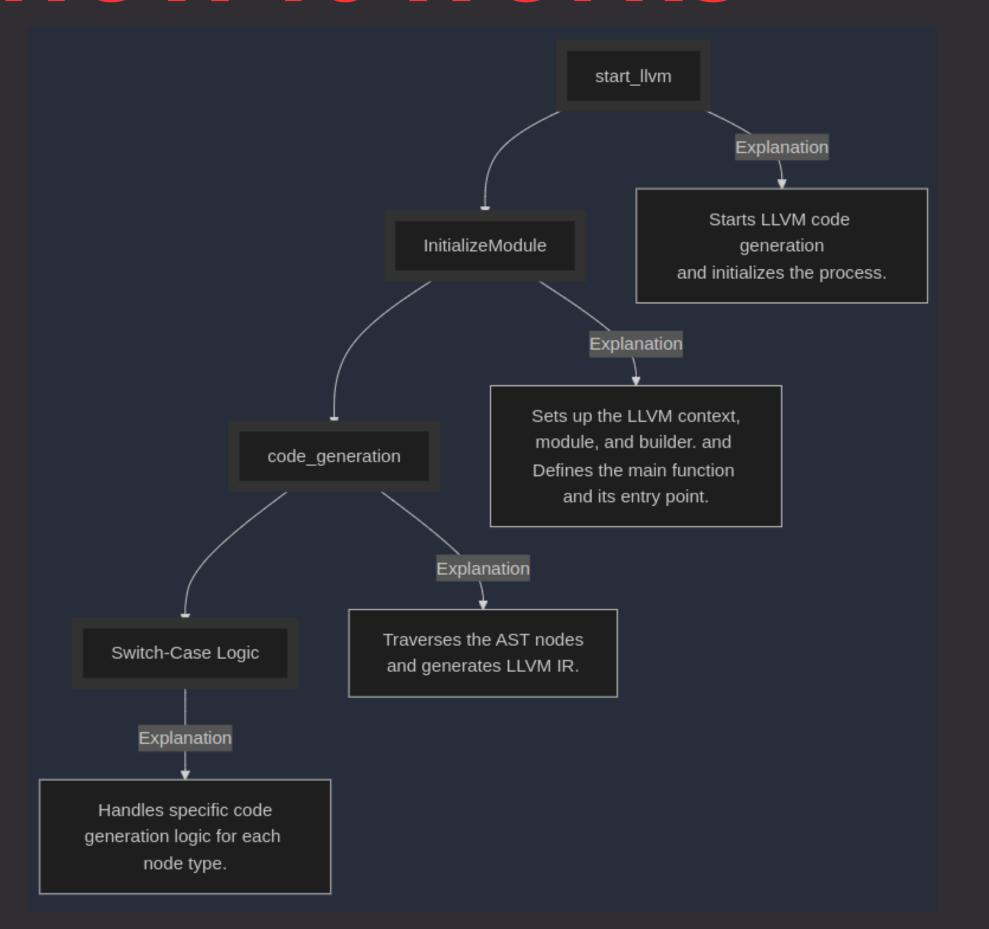
- Sets up LLVM components (LLVMContext, Module, IRBuilder).
- Defines the main function and its entry point.

#### start\_llvm:

- Initializes the LLVM environment.
- Recursively generates code for the entire AST.

Finalizes the LLVM IR with a ret void statement and writes the generated IR to output.ll.

### how it works



- Varible\_Decleration\_code\_Gen
- Type\_Declaration\_codegen
- Assign\_code\_gen
- If\_statement\_code\_gen
- If\_else\_statement\_code\_gen
- While\_code\_gen
- For\_code\_gen
- Routine\_decleration\_code\_gen
- Routine\_call\_code\_gen
- PrintNodeCodeGen



## List of fully implemented language features

#### Code gen

- Varible\_Decleration\_code\_Gen
- Type\_Declaration\_codegen
- Assign\_code\_gen
- If\_statement\_code\_gen
- If\_else\_statement\_code\_gen
- While\_code\_gen
- For\_code\_gen
- Routine\_decleration\_code\_gen
- Routine\_call\_code\_gen
- PrintNodeCodeGen
- check\_return
- check\_continue
- check\_break
- checkVariableDeclarations
- checkRoutineDeclarations
- checkTypeDeclarations

- remove\_unreachable\_code
- remove\_unused\_routines
- remove\_unused\_varible
- remove\_unused\_types
- nested recoreds
- nested loops
- 2D array
- print
- function that take record and return record

# List of unimplemented language features

- array of recordes
- function can't accept arrays only recoreds
- break, continue only work insde one block (loop), if there is an if inside loop it will not work we didn't have time to fix it.
- Variable scopes are not handeled correct 100%
- need to work more about error handling.
- semantic checks has problem with records.
- we didn't coverd /= , \*= only :=

#### Distribution of work in the team during the project

Team Member	Stage	Work Done
Saleem	Lexer	Built the lexer (classes and basic functionality)
Karam	Lexer	Updated the lexer to support more features and operations
Saleem	Parser	Wrote the grammar file and built the AST class, primarily focusing on variable declarations and statements.
Karam	Parser	Wrote the grammar file and built the AST class, primarily focusing on Expressions and Type declarations .
Louay	Parser	built the AST class, and connect parser with lexer
Karam	Semantic Checks	Wrote the semantic checks
Saleem	Optimization	Wrote the optimization features
Saleem	Code Generation	Worked on code generation, build code gen for for loop, while loop , continue, break,
Karam	Code Generation	Worked on code generation, build code gen for If_statement, If_else_statement, recoreds , array .
Sulieman	Code Generation	Worked on code generation, build Assign_code_gen, Routine_decleration_code_gen Routine_call_code_gen also apply vistor pattern for the code gen (not merged wirth main branch)

### Demo

#### Github Repository

https://github.com/saleemasekrea000/Compiler



### Thank You