

Programming Language (8)

Making a compiler

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Contents

- 1 What are compilers anyway?
- 2 More general cases
- 3 Implementing a minimum compiler for a C-like language

Various forms of language implementation

- **interpreter**: interprets and executes programs (takes a program and an input; and computes the output)
- **translator (transpiler)**: translates programs into another language (e.g., C)
 - ▶ e.g. translate OpenMP (parallel extension to C) to C (+ Pthreads)
- **compiler**: translates programs into **a machine (assembly) code**

Why do you want to build a language, today?

- new hardware
 - ▶ C/C++ for GPUs (CUDA, OpenACC, OpenMP)
 - ▶ new instruction set (e.g., SIMD) of the processor
 - ▶ quantum computers, quantum annealers
- new general purpose languages
 - ▶ Scala, Julia, Go, Rust, etc.
- new extension
 - ▶ parallel processing (ex: OpenMP, CUDA, OpenACC, Cilk)
 - ▶ vector/SIMD processing
 - ▶ type system extension for safety (ex: PyPy, TypeScript)
- new special purpose (domain specific) languages
 - ▶ statistics (R, MatLab, etc.)
 - ▶ data processing (SQL, NoSQL, SPARQL, etc.)
 - ▶ deep learning
 - ▶ constraint solving, proof assistance (Coq, Isabelle, etc.)
 - ▶ macro (Visual Basic (MS Office), Emacs Lisp (Emacs), Javascript (web browser), etc.)

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High level language vs. machine code

	high-level (e.g., C)	machine
control expression variables	for, while, if, ... arbitrary nest arbitrary number of arbitrary names	\approx jump (“go to”) only \approx $C = A \text{ op } B$ only \approx a fixed number of global vars (registers) + a single huge array (memory)
functions	each invocation has its local variables	built from above

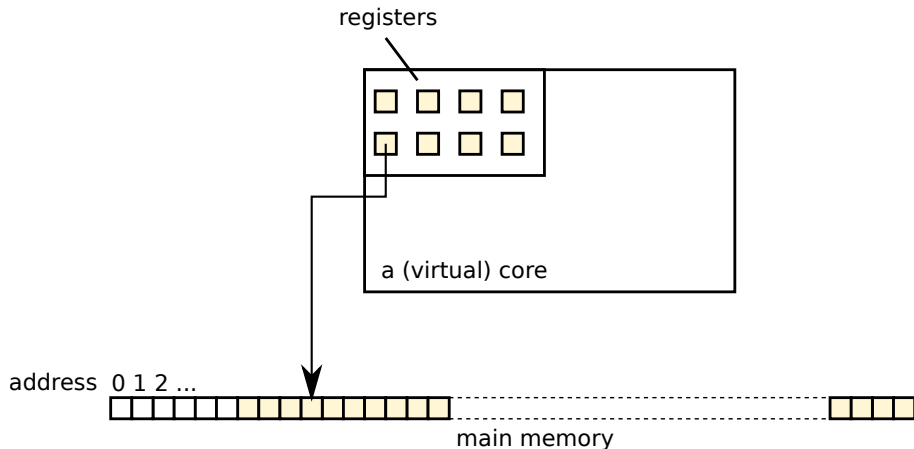
- compiler's basic job is to *fill those gaps*
 - ▶ <https://www.felixcloutier.com/x86/index.html>
 - ▶ https://wiki.cdott.senecacollege.ca/wiki/X86_64_Register_and_Instruction_Quick_Start
- the real challenge is how to do it *well* (optimization)

Exercise Objectives

- `pl07_compile_c`
 - ▶ learn how a **C compiler** does the job,
 - ▶ by learning and practicing assembly language
- `pl08_minc`
 - ▶ build a compiler for a minimum subset of the C language

What a CPU (core) looks like

- a small number of *registers*
 - ▶ each register can hold a small amount of (64 bit) data
- majority of data are stored in *memory*

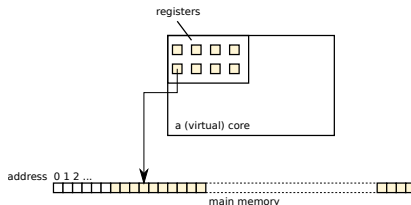


What a CPU (core) looks like

- a special register, called *program counter* or *instruction pointer* specifies where the next instruction should be fetched
- a CPU core is essentially a machine that does the following

```
1 repeat:  
2   inst = memory[program counter]  
3   execute inst
```

- an instruction
 - ▶ performs some arithmetic for values on a few registers or a memory location, and
 - ▶ changes the program counter (typically to the next instruction on memory)



A glance at x86 machine (assembly) code

— registers

- general-purpose 64 bit integer registers: `r{a,b,c,d}x`, `rdi`, `rsi`, `r[8-15]`, `rbp`
- general-purpose floating point number registers: `xmm[0-15]`
- stack pointer register: `rsp`
- a compare flag register: `eflags`, not directly used by instructions
- an instruction pointer register: `rip`, not directly used by instructions

A glance at x86 machine (assembly) code

— frequently used instructions

learn details and other instructions from the exercise

- `addq` (+), `leaq` (+), `subq` (−), `imulq` (×), `idivq` (/)
- `movq` : move values between registers and between register and memory
- `cmpq` : compare two values and set the result into the `eflags` register
- `jlt` (<), `jle` (≤), `jgt` (>), `jge` (≥), `je` (=), `jne` (≠) : jump if a condition is met
- `call`, `ret` : call or return from a function

A method to learn assembly

- you don't have to remember details
- ask details to the compiler
 - ▶ `gcc -S` generates assembly code

Major gaps you have to fill

- a register \approx a variable, but
 - ▶ you have only a fixed number of them, so majority of values have to be stored in memory
 - ▶ function parameters and return values are on predetermined registers (*calling convention* or *Application Binary Interface*)
- an instruction can perform only a single operation, so nested expressions (e.g., $a * x + b * y + c * z$) must be broken down into a series of instructions
- there are no structured control flows (for, while, if, etc.); everything must be done by (conditional) jump instructions (\approx “goto” statement)

Code generation by hand — introspecting “human compiler”

- ex: how to convert the following (which finds \sqrt{c} by the Newton method) into machine language

```
1 double sq(double c, long n) {  
2     double x = c;  
3     for (long i = 0; i < n; i++) {  
4         x = x / 2 + c / (x + x);  
5     }  
6     return x;  
7 }
```

Step 1 — make all controls “goto”s

```
1 double sq(double c, long n) {  
2     double x = c;  
3     for (long i = 0; i < n; i++) {  
4         x = x / 2 + c / (x + x);  
5     }  
6     return x;  
7 }
```

```
⇒ 1 double sq(double c, long n) {  
2     double x = c;  
3     long i = 0;  
4     if (i >= n) goto Lend;  
5     Lstart:  
6     x = x / 2 + c / (2 * x);  
7     i++;  
8     if (i < n) goto Lstart;  
9     Lend:  
10    return x;  
11 }
```

Step 2 — flatten all nested expressions to “C = A op B”

```
1 double sq(double c, long n) {  
2     double x = c;  
3     long i = 0;  
4     if (i >= n) goto Lend;  
5     Lstart:  
6         x = x / 2 + c / (2 * x);  
7         i++;  
8         if (i < n) goto Lstart;  
9     Lend:  
10    return x;  
11 }
```

⇒

```
1 double sq3(double c, long n) {  
2     double x = c;  
3     long i = 0;  
4     if (!(i < n)) goto Lend;  
5     Lstart:  
6         double t0 = 2;  
7         double t1 = x / t0;  
8         double t2 = t0 * x;  
9         double t3 = c / t2;  
10        x = t1 + t3;  
11        i = i + 1;  
12        if (i < n) goto Lstart;  
13    Lend:  
14        return x;  
15 }
```


Step 3 —assign “machine variables” (registers or memory) to variables

- note: cannot write floating point constants in instructions

```
1  /* c : xmm0, n : rdi */
2  double sq3(double c, long n) {
3      double x = c;          /* x : xmm1 */
4      long i = 0;            /* i : rsi */
5      if (!(i < n)) goto Lend;
6      Lstart:
7      double t0 = 2;          /* t0 : xmm2 */
8      double t1 = x / t0;     /* t1 : xmm3 */
9      double t2 = t0 * x;     /* t2 : xmm4 */
10     double t3 = c / t2;     /* t3 : xmm5 */
11     x = t1 + t3;
12     i = i + 1;
13     if (i < n) goto Lstart;
14     Lend:
15     return x;
16 }
```

Step 4 — convert them to machine instructions

```
1  /* c : xmm0, n : rdi */
2  double sq3(double c, long n) {
3      # double x = c;          /*x:xmm1*/
4      movasq %xmm0,%xmm1
5      # long i = 0;            /*i:rsi*/
6      movq $0,%rsi
7      .Lstart:
8      # if (!(i < n)) goto Lend;
9      cmpq %rdi,%rsi # n - i
10     jle .Lend
11     # double t0 = 2;          /*t0:xmm2*/
12     movasq .L2(%rip),%xmm2
13     # double t1 = x / t0;     /*t1:xmm3*/
14     movasq %xmm1,%xmm3
15     divq %xmm2,%xmm3
16     # double t2 = t0 * x;     /*t2:xmm4*/
17     movasq %xmm0,%xmm4
18     mulsd xmm2,%xmm4
```

```
1  # double t3 = c/t2; /*t3:xmm5*/
2  movasq %xmm0,%xmm5
3  divsq %xmm4,%xmm5
4  # x = t1 + t3;
5  movasq %xmm3,%xmm1
6  addsq %xmm5,%xmm1
7  # i = i + 1;
8  addq $1,%rsi
9  # if (i < n) goto Lstart;
10  cmpq %rdi,%rsi # n - i
11  jl .Lstart
12  .Lend:
13  # return x;
14  movq %xmm1,%xmm0
15  ret
16 }
```

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Things are more complex in general ...

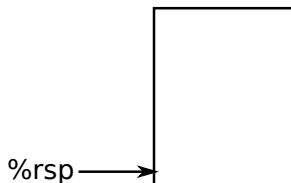
- we've liberally assign registers to intermediate results, but ...

```
1  double x = c;          /* x : xmm1 */
2  Lstart:
3  if (!(i < n)) goto Lend;
4  double t0 = 2;          /* t0 : xmm2 */
5  double t1 = x / t0;      /* t1 : xmm3 */
6  double t2 = t0 * x;      /* t2 : xmm4 */
7  double t3 = c / t2;      /* t3 : xmm5 */
```

- registers are finite (may run out)
- some registers are destroyed (i.e., values on them are lost) across a function call
- some instructions demand operands to be on specific registers (e.g., dividend of integer division must be on `rax` and `rdx` \equiv `rax` and `rdx` are destroyed across an integer division)
- \rightarrow you must use memory (“stack” region) as well

A simplest general strategy for code generation by a compiler

- in general, memory (stack) must be used to hold intermediate results \Rightarrow simply, “*always*” use stack
- a register is used only “temporarily” (to read an operand from memory, which is immediately used by an instruction)

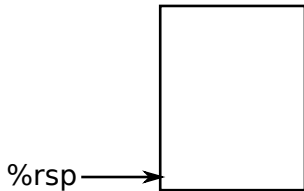


Register usage conventions (ABI)

- the first six integer/pointers arguments : `rdi`, `rsi`, `rdx`, `rcx`, `r8`, `r9`
- floating point number arguments : `xmm0`, `xmm1`, ...
- an integer/pointer return value : `rax`
- `rsp` : points the end of the stack upon function entry, which holds the return address
- callee-save registers: `rbx`, `rbp`, `r12`, `r13`, `r14`, `r15`
(preserved across function calls → a function must save them before using (setting a value to) them)
- other registers are caller-save (a function must assume they are destroyed across function calls)
- see “general-purpose” registers in
https://wiki.cdot.senecacollege.ca/wiki/X86_64_Register_and_Instruction_Quick_Start

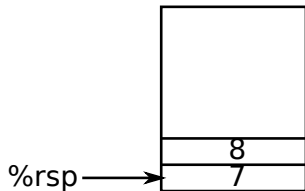
What happens upon function calls

- `long f() { ... g(1,2,3,4,5,6,7,8); ... }`
- during `f`



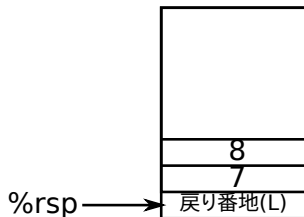
What happens upon function calls

- `long f() { ... g(1,2,3,4,5,6,7,8); ... }`
- right before “`call g`” `rdi=1, rsi=2, rdx=3, rcx=4, r8=5, r9=6`



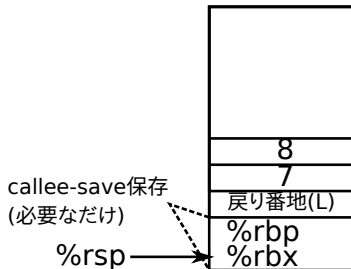
What happens upon function calls

- `long f() { ... g(1,2,3,4,5,6,7,8); ... }`
- right after “call g” (when g started)



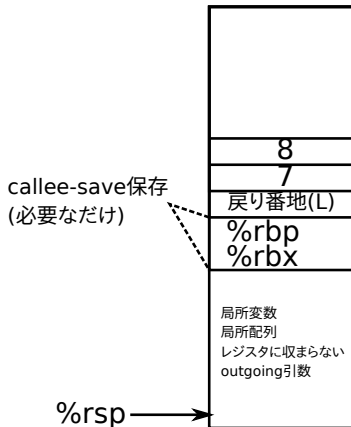
What happens upon function calls

- `long f() { ... g(1,2,3,4,5,6,7,8); ... }`
- save callee-save registers `g` uses



What happens upon function calls

- long f() { ... g(1,2,3,4,5,6,7,8); ... }
- during g



Code generation including function calls

```
1 double integ(long n) {  
2     double x = 0;  
3     double dx = 1 / (double)n;  
4     double s = 0;  
5     for (long i = 0; i < n; i++) {  
6         s += f(x);  
7         x += dx;  
8     }  
9     return s * dx;  
10 }
```

converting to “goto”s and “C = A op B”s

```
1 double integ3(long n) {      /* n : 0(%rsp) */
2     double x = 0;           /* x : 8(%rsp) */
3     double t0 = 1;          /* t0 : 16(%rsp) */
4     double t1 = (double)n;   /* t1 : 24(%rsp) */
5     double dx = t0 / t1;     /* dx : 32(%rsp) */
6     double s = 0;           /* s : 40(%rsp) */
7     long i = 0;              /* i : 48(%rsp) */
8     if (!(i < n)) goto Lend;
9     Lstart:
10    double t2 = f(x);         /* t2 : 56(%rsp) */
11    s += t2;
12    x += dx;
13    i += 1;
14    if (i < n) goto Lstart;
15    Lend:
16    double t3 = s * dx;       /* t3 : 64(%rsp) */
17    return t3;
18 }
```

機械語 / Machine code

```
1  double integ3(long n) {
2      /* n : 0(%rsp) */
3      movq %rdi,0(%rsp)
4      # double x = 0;
5      /* x : 8(%rsp)*/
6      movsd .L0(%rip),%xmm0
7      movsd %xmm0,8(%rsp)
8      # double t0 = 1;
9      /* t0 : 16(%rsp)*/
10     movq $1,16(%rsp)
11     # double t1 = (double)n;
12     /* t1 : 24(%rsp)*/
13     cvtsi2sdq 0(%rsp),%xmm0
14     movsd %xmm0,24(%rsp)
15     # double dx = t0 / t1;
16     /* dx : 32(%rsp) */
17     movsd 16(%rsp),%xmm0
18     divsd 24(%rsp),%xmm0
19     movsd %xmm0,32(%rsp)
20     # double s = 0;
21     /* s : 40(%rsp) */
22     movsd .L0(%rip),%xmm0
23     movsd %xmm0,40(%rsp)
```

```
1      # long i = 0;
2      /* i : 48(%rsp) */
3      movq $0,48(%rsp)
4      # if (!(i < n)) goto Lend;
5      movq 0(%rsp),%rdi
6      cmpq 48(%rsp),%rdi # n - i
7      jle .Lend
8  .Lstart:
9      # double t2 = f(x);
10     /* t2 : 56(%rsp) */
11     movq 8(%rsp),%rdi
12     call f
13     movq %rax,56(%rsp)
14     # s += t2;
15     movq 40(%rsp),%xmm0
16     addsd 56(%rsp),%xmm0
17     movq %xmm0,40(%rsp)
18     # x += dx;
19     movsd 8(%rsp),%xmm0
20     addsd 32(%rsp),%xmm0
21     movsd %xmm0,8(%rsp)
```

機械語 / Machine code

```
1    # i += 1;
2    movq 48(%rsp),%rdi
3    addq $1,%rdi
4    movq %rdi,48(%rsp)
5    # if (i < n) goto Lstart;
6    movq 0(%rsp),%rdi
7    cmpq 48(%rsp),%rdi # n - i
8    jg .Lstart
9    .Lend:
10   movsd 40(%rsp),%xmm0
11   addsd 32(%rsp),%xmm0
12   addsd %xmm0,64(%rsp)
13   # return t3;
14   addsd 64(%rsp),%xmm0
15   ret
16 }
```

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Spec overview

- this will be your final report if you choose option 0
- all expressions have type `long` (8 byte integers)
 - ▶ no `typedefs`
 - ▶ no `ints`, floating point numbers, or pointers
 - ▶ everything is long, so `type checks` are unnecessary
- no global variables \Rightarrow
 - ▶ a program = list of function definitions
- function calls with C conventions, so you can call or be called by C functions compiled by ordinary compilers (e.g., gcc)
- supported complex statements are `if`, `while` and `compound statement` (`{ ... }`) only

Structure of the program

- `parser/`
 - ▶ `minc_grammar.y` — grammar definition
 - ▶ `minc_to_xml.py` — minC → XML converter
- `{ml,jl,go,rs}/minc/`
 - ▶ `minc_ast.??` — abstract syntax tree (AST) definition
 - ▶ `minc_parse.??` — grammar definition
 - ▶ `minc_cogen.??` — code generation from AST
 - ▶ `main.??` or `minc.??` — main driver
- the exact location depends on the language
- your work will be mostly done in `minc_cogen.??`

Abstract Syntax Tree (AST)

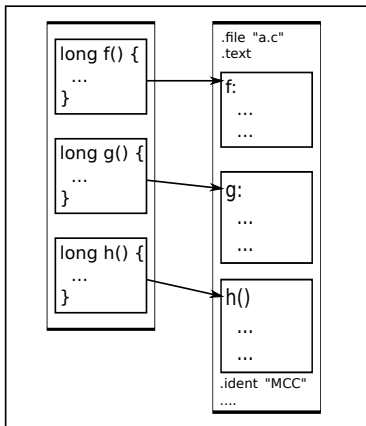
- naturally represent a program
 - ▶ the whole program
 - ▶ function definition
 - ▶ statement
 - ▶ expression
 - ▶ etc.
- see `minc_ast.??`

Code generation (`minc_cogen`) — basic structure

- takes a parse tree (AST) and returns machine code (a list of instructions)
- generate machine code for an AST \approx generate machine code of its components and properly arrange them
- the program (`program`) \rightarrow function definition (`definition`) \rightarrow statement (`stmt`) \rightarrow expression (`expr`)
- code generator has lots of
 - ▶ case analysis based on the type of the tree; use
 - ★ pattern matching (OCaml `match` and Rust `match`) or
 - ★ polymorphism (OCaml objects, Julia function, Go interface, Rust trait)
 - ▶ recursive calls to child trees

Compiling an entire file

- \approx concatenate compilation of individual function definitions

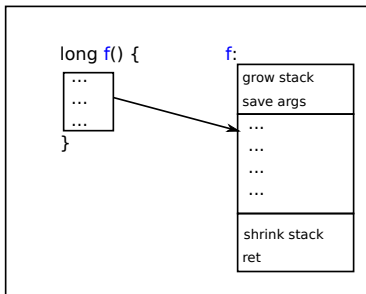


In OCaml, it will look like ...

```
1 let ast_to_insns_program defs ... =  
2   List.concat (List.map (fun def ->  
                        ast_to_insns_def def ...) defs)
```

Compiling a function definition

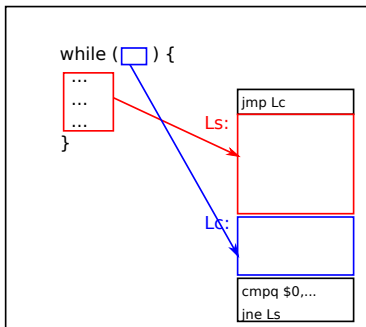
- \approx compile the body (statement); put prologue (grow the stack, etc.) and epilogue (shrink the stack, ret, etc.)



```
1 let ast_to_insns_def def ... =  
2   match def with  
3     DefFun(f, params, ret_type, body) ->  
4       (gen_prologue def)  
5       @ (ast_to_insns_stmt body ...)  
6       @ (gen_epilogue def)
```

Compiling a statement (e.g., **while** statement)

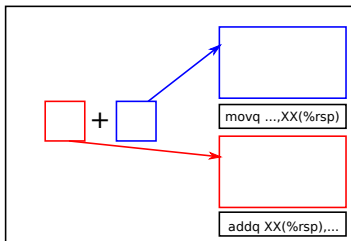
- \approx place compilation of the condition expression and the body as follows. add a conditional to determine if the loop continues



```
1 let rec ast_to_insns_stmt stmt ... =  
2   match stmt with  
3   ...  
4   | StmtWhile(cond, body) ->  
5     let cond_op,cond_insns =  
6       ast_to_insns_expr cond ... in  
7     let body_insns = ast_to_insns_stmt body  
8       ... in  
9     let ... in  
10    [ jmp Lc;  
11      Ls ]  
12    @ body_insns  
13    [ Lc ]  
14    @ cond_insns @  
15    [ cmpq $0,cond_op;  
16      jne Ls ]
```

Compiling an expression (arithmetic)

- \approx compile the arguments; an arithmetic instruction



```
1 let rec ast_to_insns_expr expr ... =  
2   match expr with  
3   ...  
4   | ExprOp("+", [e0; e1]) ->  
5     let insns1,op1 = ast_insns_expr e1 ... in  
6     let insns0,op0 = ast_insns_expr e0 ... in  
7     let m = a slot on the stack in  
8     ((insns1  
9       @ [ movq op1,m ]  
10      @ insns0  
11      @ [ addq m,op0 ]), (* op0 = op0 + m *)  
12     op0)  
13 | ...
```

- Remark: `movq XX(%rsp),...` saves the first operand, ensuring it won't be destroyed during the evaluation of the second
- remember we are following the simplest strategy = “save all intermediate results on the stack”

Compiling an expression (comparison)

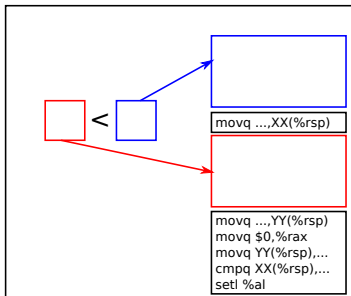
- $A < B$ is an expression that evaluates to
 - ▶ 1 if $A < B$
 - ▶ 0 if $A \geq B$
- no single instruction exactly does this
- note that they can appear anywhere expression can
 - ▶ $z = x < y$, $(x < y) + z$, and $f(x < 1)$ are allowed (they do not necessarily appear in condition expression of `if` or `while`)
- how to do it in assembly code?
 - 1 conditional branch
 - 2 *conditional set instruction*. e.g.,

```
1  movq $0,%rax
2  cmpq %rdi,%rsi
3  setle %al
```

will set `%al` (the lowest 8 bits of `%rax`) to 1 when `%rsi - %rdi \leq 0` (less-than-or-equal)

Compiling an expression (comparison)

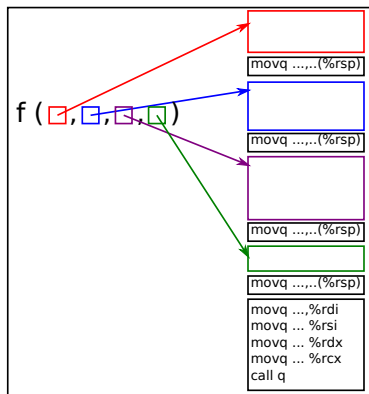
- \approx compile the arguments; compare; conditional set



```
1 let rec ast_to_insns_expr expr ... =  
2   match expr with  
3   ...  
4   | ExprOp("<", [e0; e1]) ->  
5     let insns1,op1 = ast_to_insns_expr e1 ...  
6                       in  
7     let insns0,op0 = ast_to_insns_expr e0 ...  
8                       in  
9     let m0 = a slot on the stack in  
10    let m1 = a slot on the stack in  
11    ...  
12    ((insns1  
13      @ [ movq op1,m1 ]  
14      @ insns0  
15      @ [ movq op0,m0;  
16          movq $0,%rax;  
17          movq m0,op0;  
18          cmpq m1,op0;  
19          setl rax ]  
20      op0)  
21    | ...
```

Compiling an expression (function call)

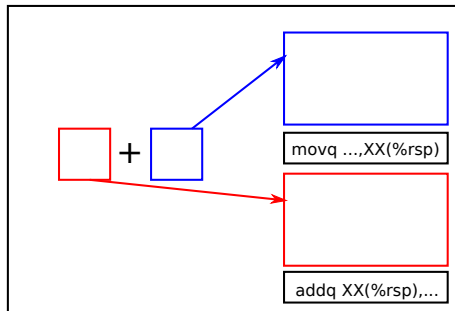
- \approx compile all arguments; put them to positions specified by ABI; a `call` instruction



```
1 let rec ast_to_insns_expr expr ... =  
2   match expr with  
3   ...  
4   | ExprCall(f, args) ->  
5     let insns,arg_vars =  
6       ast_to_insns_exprs args env  
       var_idx in  
       ((insns @ (make_call f arg_vars)),  
        rax)
```

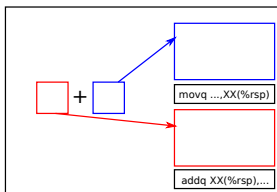
Details we have been leaving out

- how to determine locations to save values of *subexpressions* and *variables*
- that is, how to determine XX below



Determining where to save subexpressions

- `ast_to_insns_expr` receives a value (v) pointing to the lowest end of free space
`ast_to_insns_expr E v ...` generates instructions that evaluate E using (destroying) only addresses above $v(\%rsp)$
- \rightarrow when evaluating $\boxed{A} + \boxed{B}$, save \boxed{B} at $v(\%rsp)$
- let \boxed{A} use $v + 8$ and higher addresses



```
1 let rec ast_to_insns_expr expr v =
2   match expr with
3   ...
4   | ExprOp("+", e0, e1) ->
5     let insns1,op1 = ast_to_insns_expr e1 v .. in
6     let insns0,op0 = ast_to_insns_expr e0 (v + 8) .. in
7     let m = v(%rsp) in
8     ((insns1
9      @ [ movq op1,m ]
10     @ insns0
11     @ [ addq m,op0 ]), (* op0 = op0 + m *)
12     op0)
13   | ...
```

Locations to hold variables

- ex:

```
1  if (...) {  
2    long a, b, c;  
3    ...  
4  }
```

- we need to hold `a`, `b`, `c` on the stack
- the problem is almost identical to saving values of subexpressions
- \rightarrow `ast_to_insns_stmt` also takes v pointing to the beginning of the free space
spec: `ast_to_insns_stmt S v` ... generates instructions to execute S ; they use (destroy) only addresses above $v(\%rsp)$
- \rightarrow e.g., hold $a \mapsto v(\%rsp)$, $b \mapsto v + 8(\%rsp)$,
 $c \mapsto v + 16(\%rsp)$

Environment: records where variables are held

- when a variable occurs in an expression, we need to get the location that holds the variable
 - ▶ ex: to compile $x + 1$, we need to know where x is held
- make a data structure that holds a mapping “variable \mapsto location” (*environment*) and pass it to `ast_to_insns_stmt` and `ast_to_insns_expr`
- when new variables are declared at the beginning of a compound statement ($\{ \dots \}$), add new mappings to it

ast_to_insns_expr receives an environment

```
1 let rec ast_to_insns_expr expr env v =  
2   match expr with  
3     ...  
4   | ExprId(x) ->  
5     let loc = env_lookup x env in  
6     ([ movq loc,... ], ...)  
7   | ...
```

- `env_lookup x env` searches environment `env` for `x` and returns its location

`ast_to_insns_stmt` receives an environment too

```
1 let rec ast_to_insns_stmt expr env v =  
2   match expr with  
3   ...  
4   | StmtCompound(decls, stmts) ->  
5     let env', v' = env_extend decls env v in  
6     cogen_stmts stmts env' v' ...  
7   | ...
```

- `env_extend decls env v`

- ▶ assign locations (v , $v + 8$, $v + 16$, ...) to variables declared in *decls*
- ▶ register them in *env*
- ▶ return the new environment *env'* and the new free space *v'*

Implementing environment

- an environment is a list of (variable name, location)'s
- $loc = \text{env_lookup } x \text{ env}$
returns the location paired with x in environment env
- $env' = \text{env_add } x \text{ loc env}$
returns a new environment env' which has a new mapping $x \mapsto loc$ in addition to env ($(x, loc) :: env$)
- an environment can be easily implemented with a list of (variable name, location)'s and is left for your exercise