

Dragon book

Symbol Table

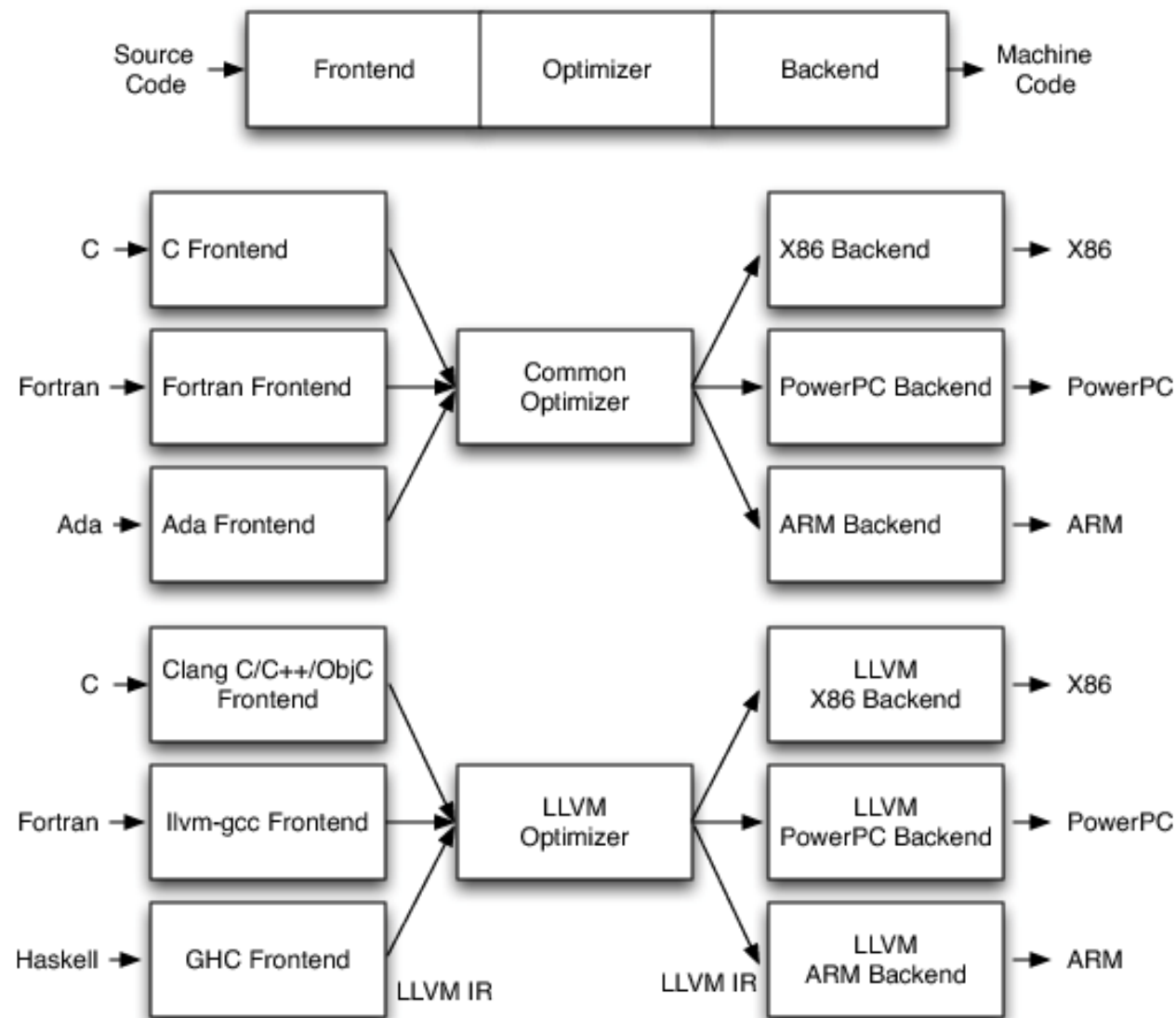
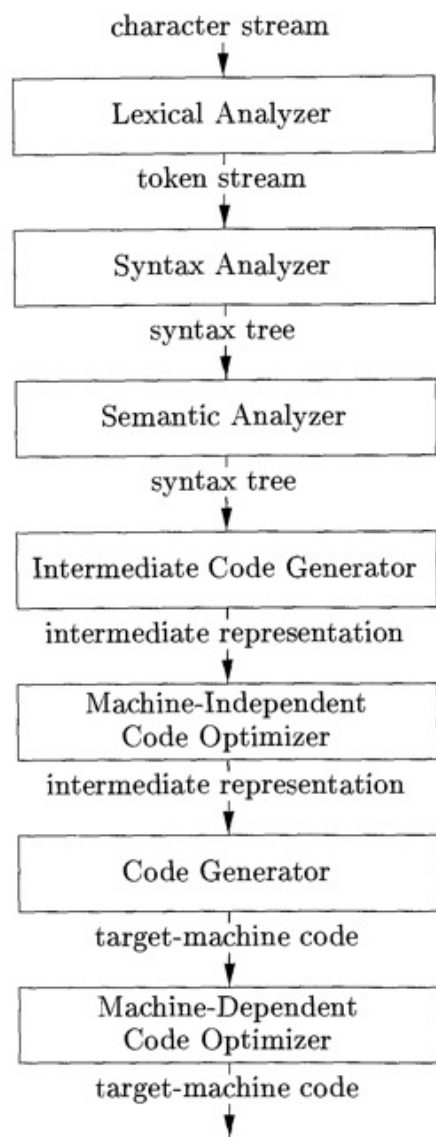


Figure 1.6: Phases of a compiler

LLVM, Lattner

A new language...

```
// SPDX-License-Identifier: GPL-3.0
```

```
pragma solidity >=0.4.16 <0.9.0;
```

```
contract SimpleStorage {
```

```
    uint storedData;
```

```
// 256 bit
```

```
    function set(uint x) public { storedData = x; }
```

```
// anyone can set any value any number of times
```

```
// but all the changes in blockchain for all time!
```

```
    function get() public view returns (uint) { return storedData; }
```

```
}
```

Add access control? Etc...

ANTLR LL(k) Parser

// Common options, for example, the target language

options { language = "CSharp"; }

// Followed by the parser

class SumParser extends Parser;

options { **k** = 1; *// Parser Lookahead: 1 Token* }

// Definition of an expression

statement: **INTEGER** (**PLUS**^ **INTEGER**)*;

// Here is the Lexer **class** SumLexer extends Lexer;

options { **k** = 1; *// Lexer Lookahead: 1 character* }

PLUS: '+';

DIGIT: ('0'..'9');

INTEGER: (**DIGIT**)+;

TextReader reader;

// (...) Fill TextReader with character

SumLexer lexer = **new** SumLexer(reader);

SumParser parser = **new** SumParser(lexer);

parser.**statement**();

Bootstrapping

“Bootstrapping a simple compiler from nothing” (G. Evans02)

- Starts from HEX1: the boot loader ($[0-9a-f]\{2\}^*$)
 - Uses ELF (loading addr of code, start execution addr, etc.), no error checks
- HEX2: one-character labels ($[0-9a-f]\{2\}|\backslash.L|L^*$)
 - Single pass, so only backward refs, no error checks
- HEX3: 4-char labels and a lot of calls ($[0-9a-f]\{2\}|:....|\backslash.....)^*$)
 - Single pass still, error checks (syntax, undef refs), brk syscall for mem)
 - Now add push const or addr, call func, uncond jump, cond br
- HEX4: any-length labels and implicit calls
 - Stack ops, arith, compare, bitlogic, memaccess, br/call rel/abs, funcs, dyn mem, limited syscalls (exit, in/out) + a few more
- HEX5: structured programming, now a CFL (ifthenelse, loops, break, continue, vars, globals, procs/args, numbers, strings, ...) but uses reg expr for lex
- HEX6?



ChatGPT

- Seems to be good at regexps. See
 - “Trying and failing to use ChatGPT to write python to parse a PDF file!”
 - <https://www.youtube.com/watch?v=NXXuVqZun48> (Dec’22)
- How about CFL?
- More generally: see
 - <https://www.newyorker.com/tech/annals-of-technology/chatgpt-is-a-blurry-jpeg-of-the-web>

Problems with chatGPT?

- Cannot do simple arithmetic (as of now)
 - Eg. $194050 * 1202423$ gives incorrect 232278999550 (correct: 233330183150)
 - Need multiple competencies? Rather than just thru data?
 - Comes up with bogus relationships
 - $\text{Work} = (\text{\#workers} * \text{\#hours/worker/day}) / (\text{Total Time taken})!$
- Will it be able to parse C or C++ correctly like a good compiler can???
 - Give it `switch{if stmt}`?
 - Find examples of legal C grammar (K&R) that it refuses?

The C Programming Language

Concepts

Scopes of identifiers

- * function
- * file
- * block
- * function prototype

Linkages of identifiers

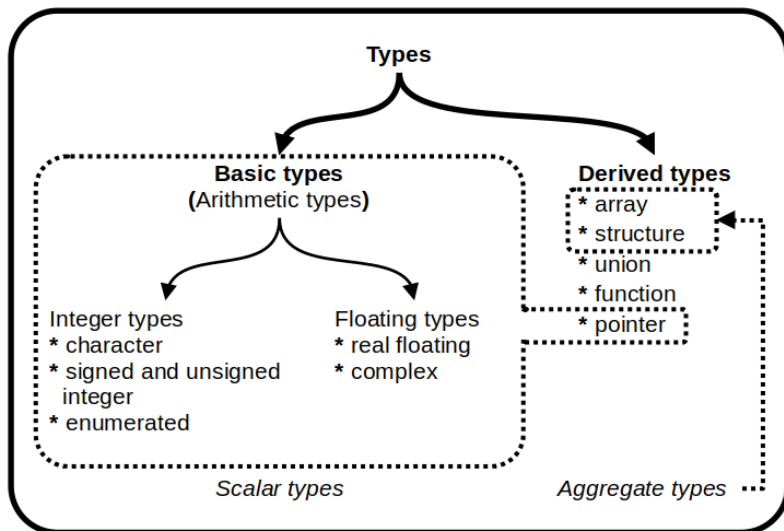
- * external
- * internal
- * none

Name spaces of identifiers

- * label names
- * the tags of structures, unions and enumerations
- * the members of structures or unions
- * ordinary identifiers

Storage durations of objects

- * static
- * automatic
- * allocated



wiki

Block scope: within {} or parameter list of a function def

File scope: from where declared to end of file but not
(within {} or parameter list of a function def)

Function scope: only labels

Function prototype: within fwd declarations only

External linkage thru linker

Internal linkage thru compiler (static): access by anyone in translation unit

Access to outside only thru #include

Tags of structures: name equiv vs structural equiv

Tags of enum: enum week {Mon, Tue, Wed, Thur, Fri, Sat, Sun};
enum week day;

Tags of unions

```
#include<stdio.h>
union tag1 {
    int x;
    char y;
} p;
int main() {
    p.x=47;
    printf("char %c\n", p.y);
}
prints "char /"
```

```
%cat name.c
struct st1 {
    int x;
    char c;
} x;
```

```
struct {
    int x;
    char c;
} y;
```

```
int main() {
    y=x;
}
```

```
%cc name.c
name.c:12:3: error: assigning to 'struct
(unnamed struct at name.c:6:1)' from
incompatible type 'struct st1'
    y=x;
```

^~

1 error generated.

```
%cat enum.c
enum week {Mon, Tue, Wed, Thur, Fri, Sat, Sun};
enum week day; //without enum, compiler error
%cc enum.c
Undefined symbols for architecture arm64:
  "_main", referenced from:
      implicit entry/start for main executable
ld: symbol(s) not found for architecture arm64
clang: error: linker command failed with exit
code 1 (use -v to see invocation)
```