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Compiler Construction

1. Introduction

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Spring Semester 2011

Compiler Construction

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Exercises	E8 003, Fridays @ 12h00-13h00
WWW	scg.unibe.ch/teaching/cc

Roadmap

- Overview
- Front end
- Back end
- Multi-pass compilers
- Example: compiler and interpreter for a toy language

See *Modern compiler implementation in Java* (Second edition), chapter 1.

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- > **Overview**
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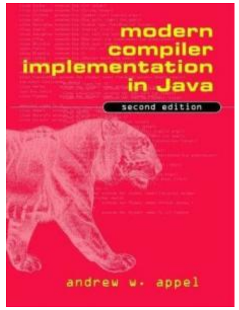
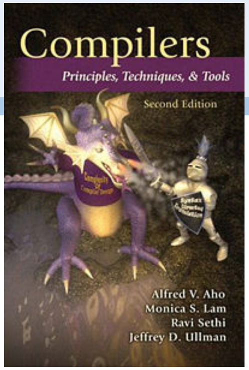
Textbook



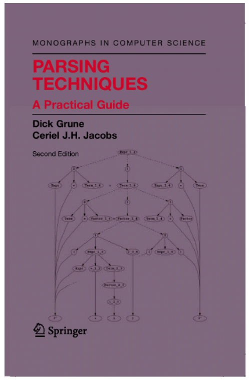
> Andrew W. Appel, ***Modern compiler implementation in Java*** (Second edition), Cambridge University Press, New York, NY, USA, 2002, with Jens Palsberg.

Thanks to Jens Palsberg and Tony Hosking for their kind permission to reuse and adapt the CS132 and CS502 lecture notes.
http://www.cs.ucla.edu/~palsberg/
http://www.cs.purdue.edu/homes/hosking/

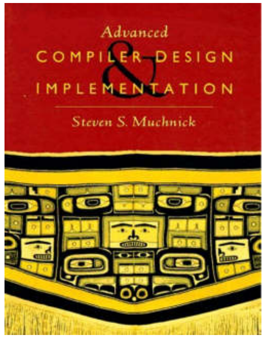
Other recommended sources



- **Compilers: Principles, Techniques, and Tools**, Aho, Sethi and Ullman
  — http://dragonbook.stanford.edu/



- **Parsing Techniques**, Grune and Jacobs
  — http://www.cs.vu.nl/~dick/PT2Ed.html

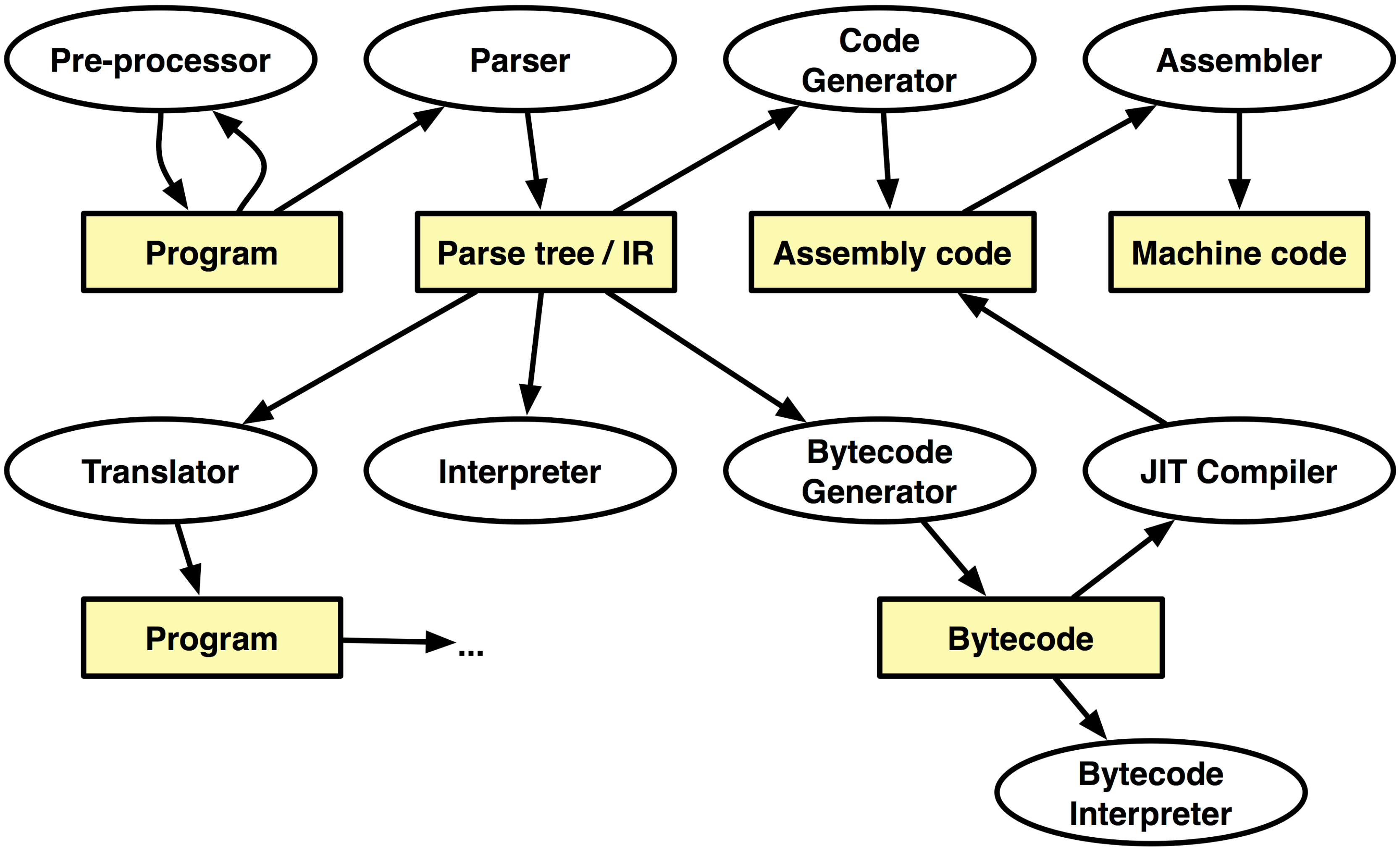


- **Advanced Compiler Design and Implementation**, Muchnik

Schedule

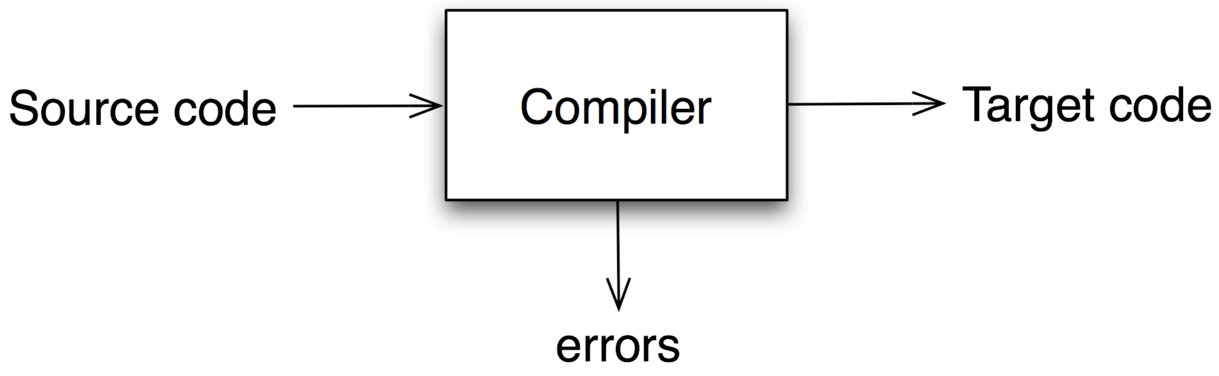
1	25-Feb-11	**Introduction**
2	04-Mar-11	**Lexical Analysis**
3	11-Mar-11	**Parsing**
4	18-Mar-11	**Parsing in Practice**
5	25-Mar-11	**Semantic Analysis**
6	01-Apr-11	**Intermediate Representation**
7	08-Apr-11	**SSA and Optimization**
8	15-Apr-11	**Code Generation**
	22-Apr-11	*Good Friday*
	29-Apr-11	*Spring break*
9	06-May-11	**Bytecode and Virtual Machines**
10	13-May-11	**PEGs, Packrats and Parser Combinators**
11	20-May-11	**Pinocchio** *(Toon Verwaest)*
12	27-May-11	**Program Transformation**
	03-Jun-11	*Final Exam*

Compilers, Interpreters …



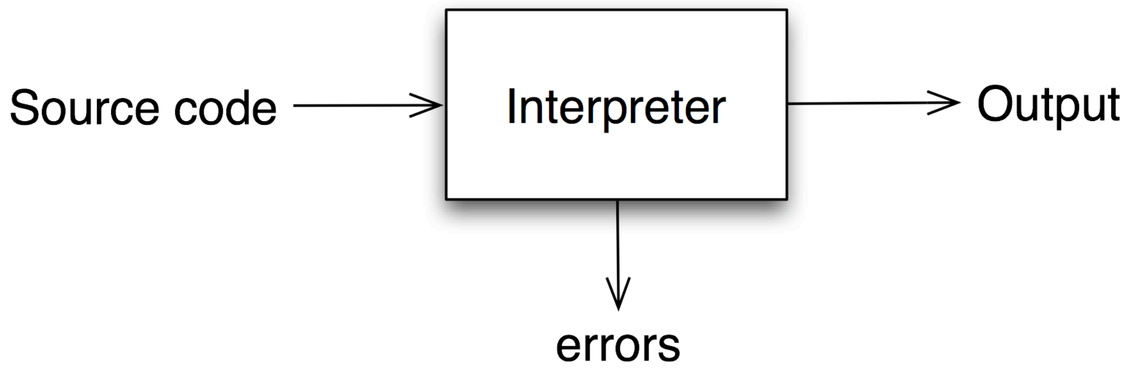
What is a compiler?

a program that translates an *executable* program in one language into an *executable* program in another language



What is an interpreter?

a program that reads an *executable* program and produces the *results* of running that program



Why do we care?

Compiler construction is a microcosm of computer science

artificial intelligence	*greedy algorithms* *learning algorithms*
algorithms	*graph algorithms* *union-find* *dynamic programming*
theory	*DFAs for scanning* *parser generators* *lattice theory for analysis*
systems	*allocation and naming* *locality* *synchronization*
architecture	*pipeline management* *hierarchy management* *instruction set use*

Inside a compiler, all these things come together

Isn't it a solved problem?

> *Machines are constantly changing*
  - Changes in architecture ⇒ changes in compilers
  - new features pose new problems
  - changing costs lead to different concerns
  - old solutions need re-engineering

> Innovations in compilers should prompt changes in architecture
  - New languages and features

What qualities are important in a compiler?

- Correct code
- Output runs fast
- Compiler runs fast
- Compile time proportional to program size
- Support for separate compilation
- Good diagnostics for syntax errors
- Works well with the debugger
- Good diagnostics for flow anomalies
- Cross language calls
- Consistent, predictable optimization

A bit of history

> **1952:** First compiler (linker/loader) written by Grace Hopper for **A-0** programming language

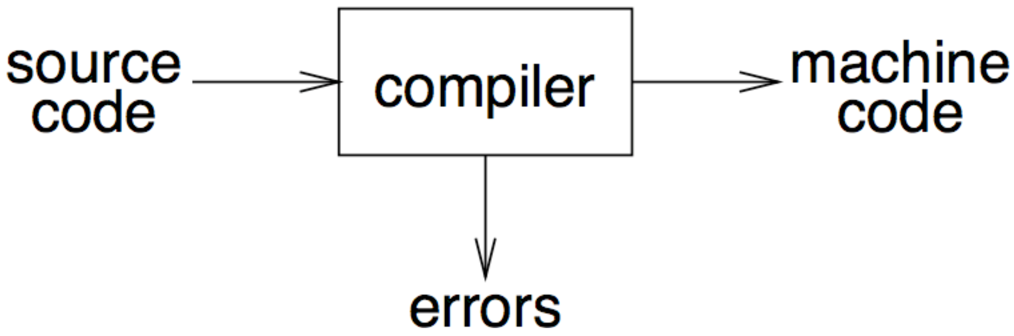
> **1957:** First complete compiler for **FORTRAN** by John Backus and team

> **1960: COBOL** compilers for multiple architectures

> **1962:** First self-hosting compiler for **LISP**

> *A compiler was originally a program that "compiled" subroutines [a link-loader]. When in 1954 the combination "algebraic compiler" came into use, or rather into misuse, the meaning of the term had already shifted into the present one.*
>
> — Bauer and Eickel [1975]

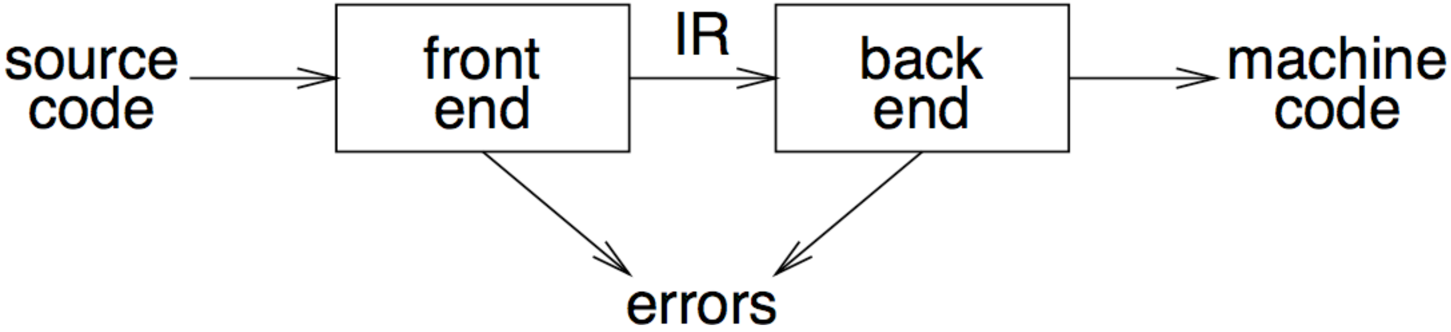
Abstract view



- recognize legal (and illegal) programs
- generate correct code
- manage storage of all variables and code
- agree on format for object (or assembly) code

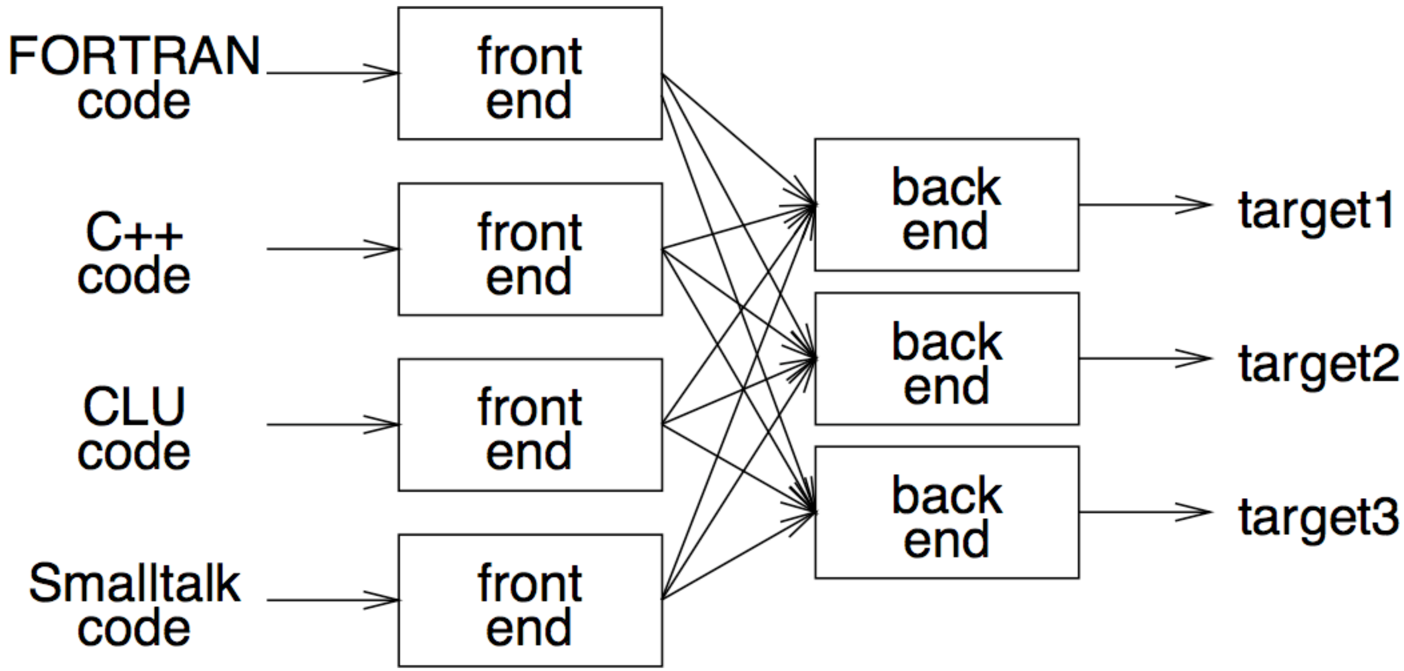
Big step up from assembler — higher level notations

Traditional two pass compiler



- intermediate representation (IR)
- front end maps legal code into IR
- back end maps IR onto target machine
- simplify retargeting
- allows multiple front ends
- multiple passes $\Rightarrow$ better code

A fallacy!



Front-end, IR and back-end must encode knowledge needed for all n×m combinations!

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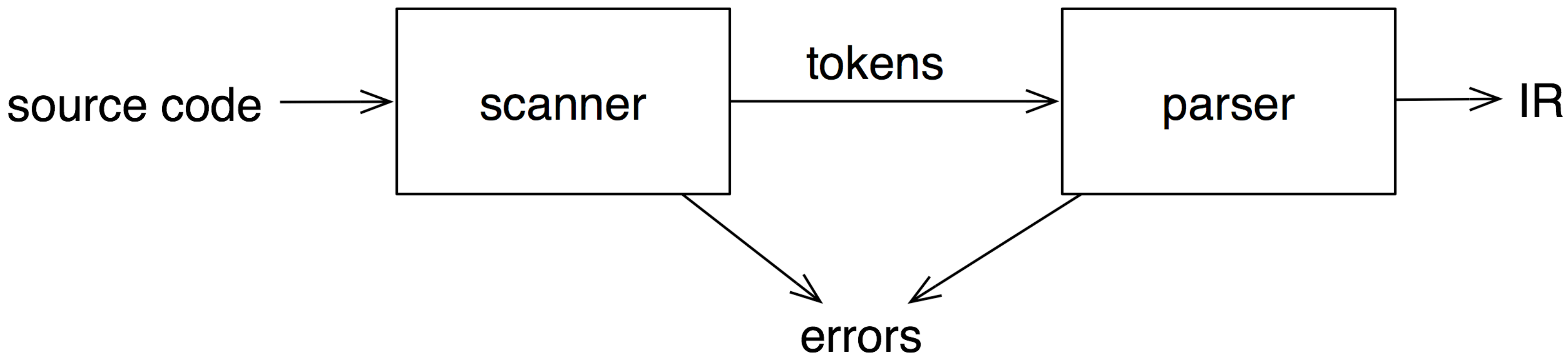
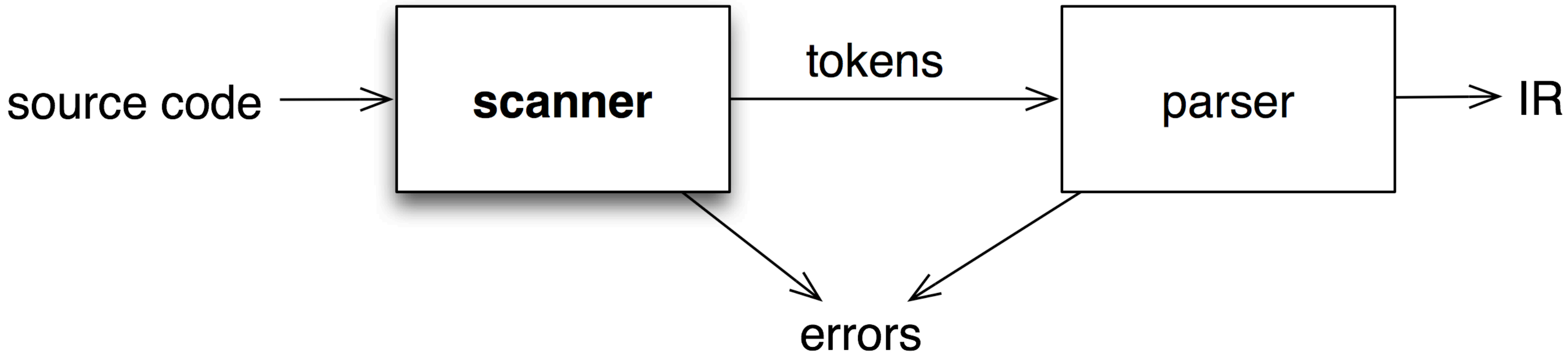
Front end



- recognize legal code
- report errors
- produce IR
- preliminary storage map
- shape code for the back end

Much of front end construction can be automated

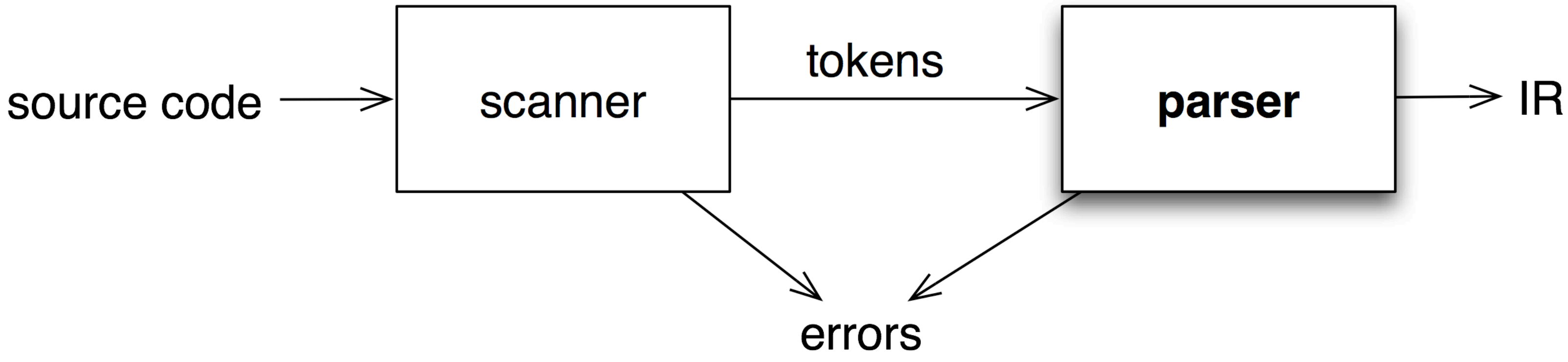
Scanner



- map characters to *tokens*
- character string value for a token is a *lexeme*
- eliminate white space

```
x = x + y   →   <id,x> = <id,x> + <id,y>
```

Parser



- recognize context-free syntax
- guide context-sensitive analysis
- construct IR(s)
- produce meaningful error messages
- attempt error correction

Parser generators mechanize much of the work

Context-free grammars

Context-free syntax is specified with a *grammar*, usually in *Backus-Naur form* (BNF)

```
1. <goal>  := <expr>
2. <expr>  := <expr> <op> <term>
3.          |  <term>
4. <term>  := number
5.          |  id
6. <op> := +
7.          |  -
```

A grammar $G = (S,N,T,P)$

- S is the *start-symbol*
- N is a set of *non-terminal symbols*
- T is a set of terminal symbols
- P is a set of *productions* — $P: N \rightarrow (N \cup T)^*$

Deriving valid sentences

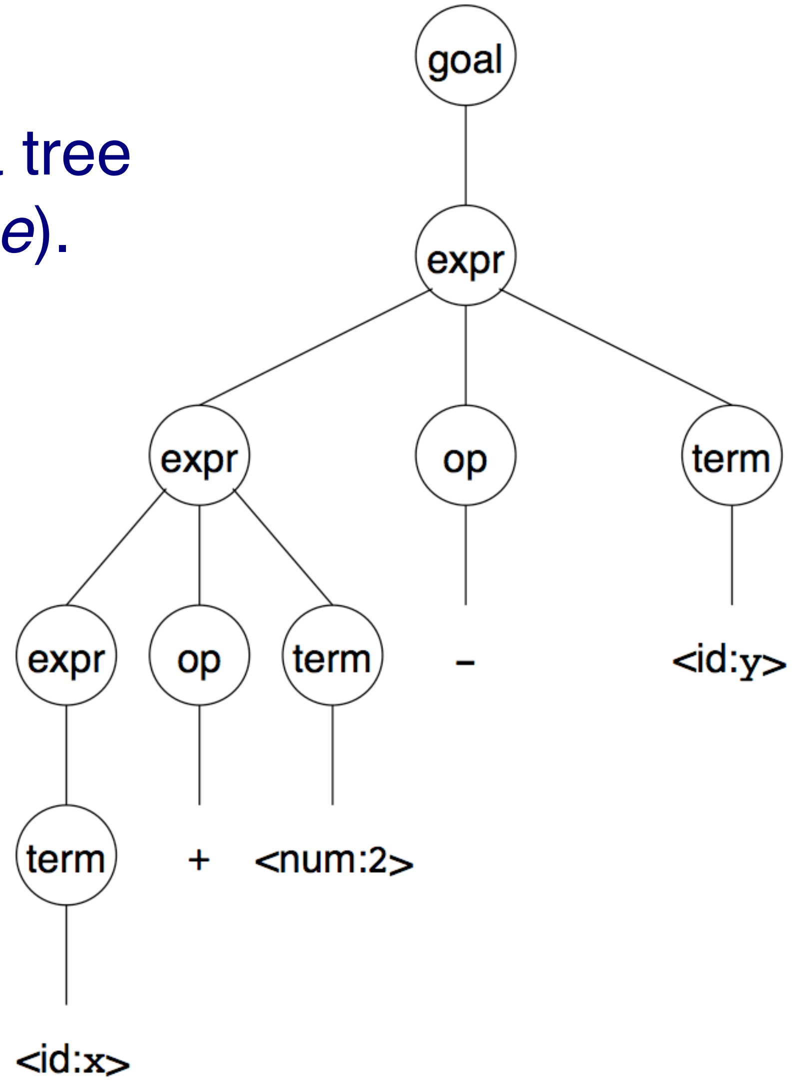
Production	Result
	<goal>
1	<expr>
2	<expr> <op> <term>
5	<expr> <op> `y`
7	<expr> `- y`
2	<expr> <op> <term> `- y`
4	<expr> <op> `2 - y`
6	<expr> `+ 2 - y`
3	<term> `+ 2 - y`
5	`x + 2 - y`

Given a grammar, valid sentences can be *derived* by repeated substitution.

To *recognize* a valid sentence in some CFG, we reverse this process and build up a *parse*.

Parse trees

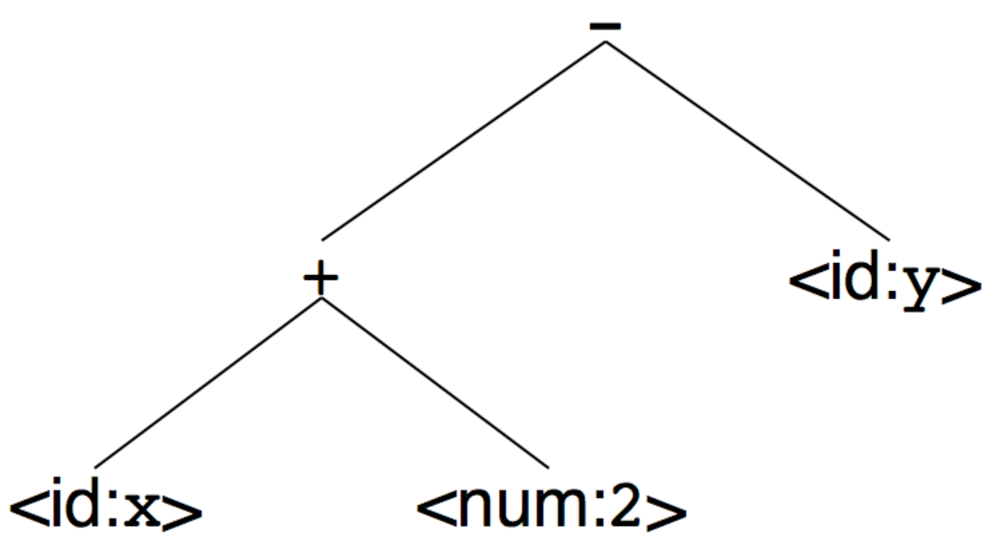
A parse can be represented by a tree called a *parse tree* (or *syntax tree*).



Obviously, this contains a lot of unnecessary information

Abstract syntax trees

So, compilers often use an *abstract syntax tree* (AST).



ASTs are often used as an IR.

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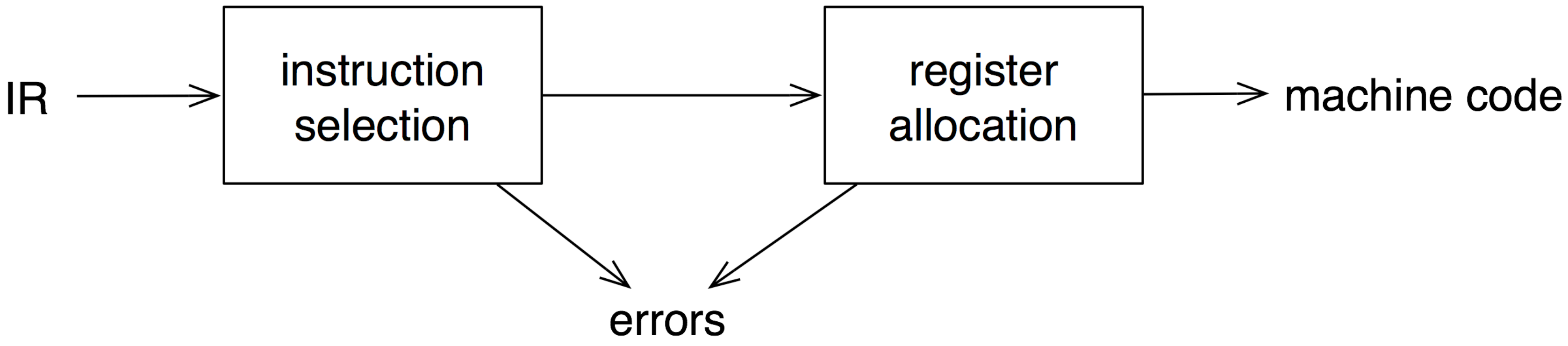
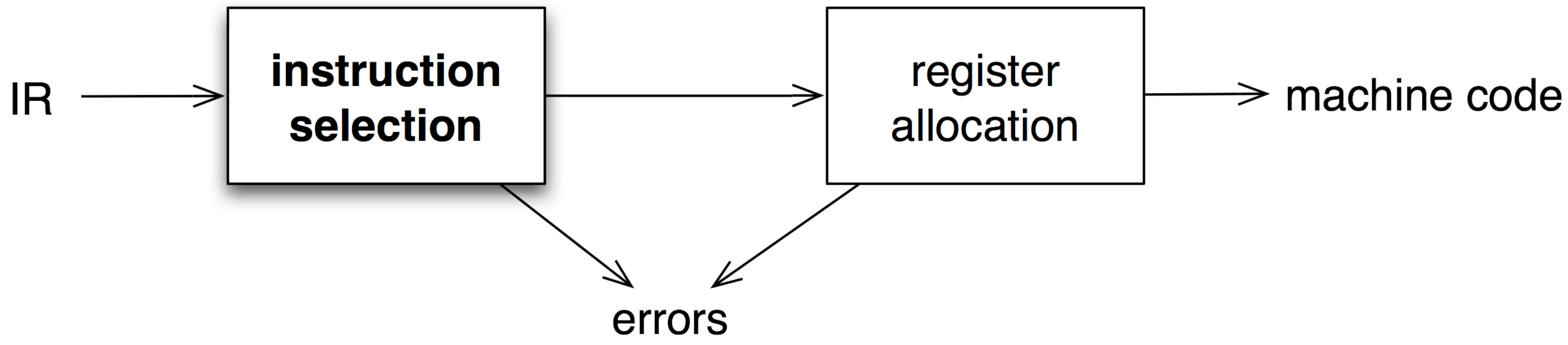
Back end



- translate IR into target machine code
- choose instructions for each IR operation
- decide what to keep in registers at each point
- ensure conformance with system interfaces

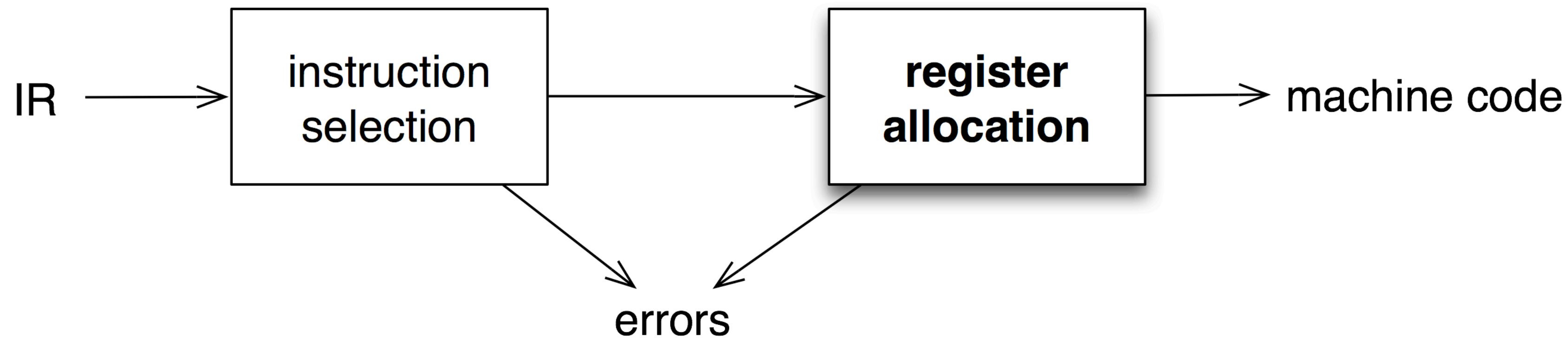
Automation has been less successful here

Instruction selection



- produce compact, fast code
- use available addressing modes
- pattern matching problem
  - *ad hoc techniques*
  - *tree pattern matching*
  - *string pattern matching*
  - *dynamic programming*

Register allocation



- have value in a register when used
- limited resources
- changes instruction choices
- can move loads and stores
- optimal allocation is difficult

Modern allocators often use an analogy to graph coloring

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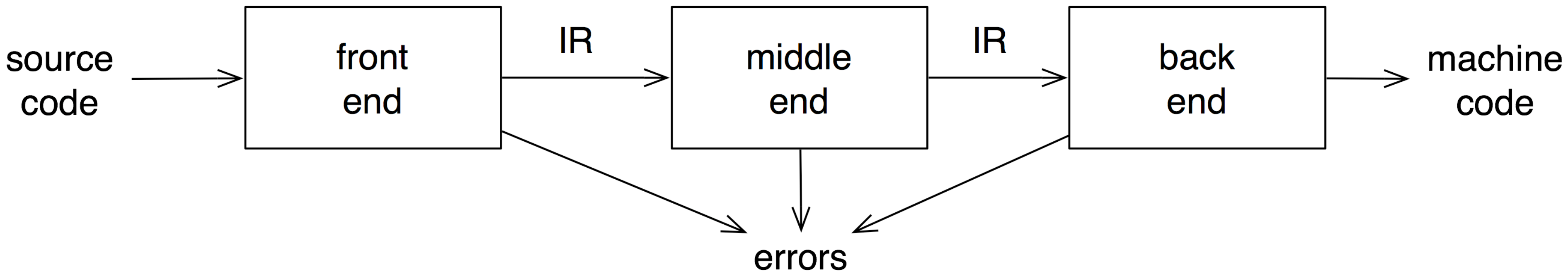
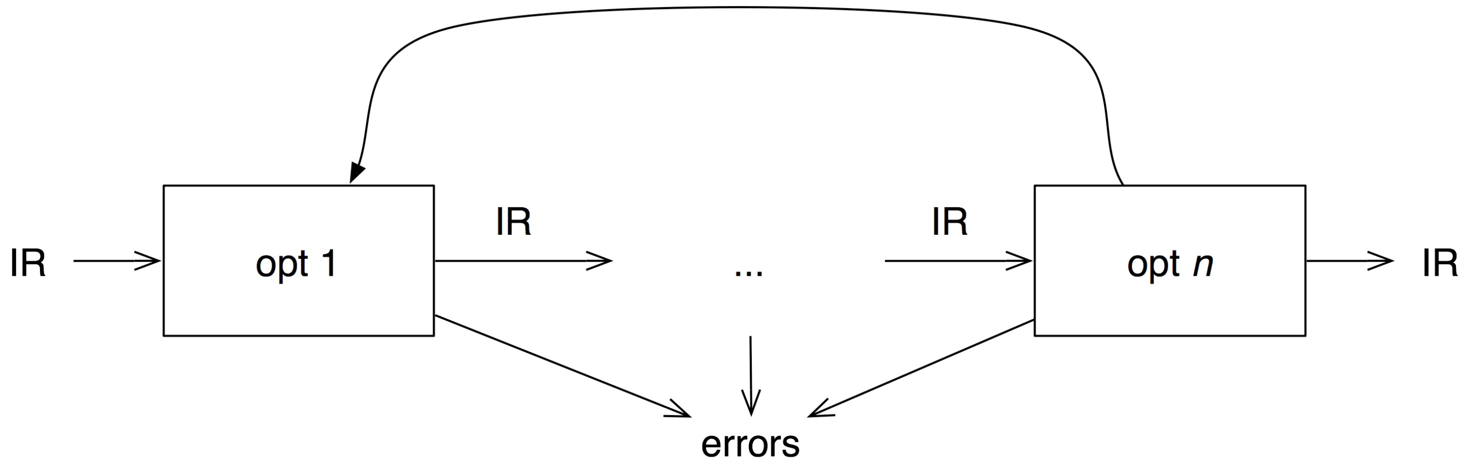
Traditional three-pass compiler



- analyzes and changes IR
- goal is to reduce runtime *(optimization)*
- must preserve results

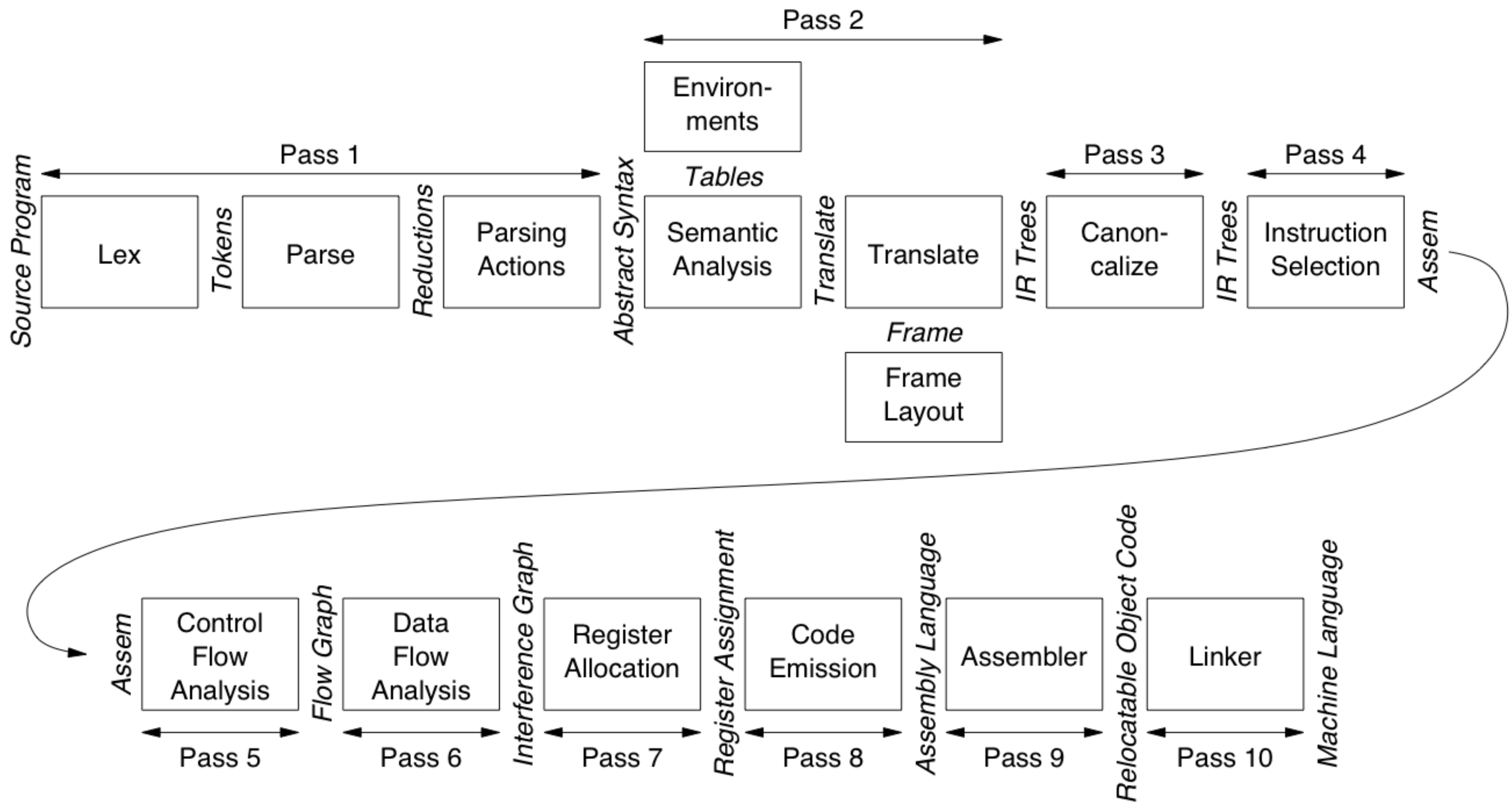
Optimizer (middle end)

Modern optimizers are usually built as a set of passes



- constant expression propagation and folding
- code motion
- reduction of operator strength
- common sub-expression elimination
- redundant store elimination
- dead code elimination

The MiniJava compiler



Compiler phases

Lex	Break source file into individual words, or *tokens*
Parse	Analyse the phrase structure of program
Parsing Actions	Build a piece of *abstract syntax tree* for each phrase
Semantic Analysis	Determine what each phrase means, relate uses of variables to their definitions, check types of expressions, request translation of each phrase
Frame Layout	Place variables, function parameters, etc., into activation records (stack frames) in a machine-dependent way
Translate	Produce *intermediate representation trees* (IR trees), a notation that is not tied to any particular source language or target machine
Canonicalize	Hoist side effects out of expressions, and clean up conditional branches, for convenience of later phases
Instruction Selection	Group IR-tree nodes into clumps that correspond to actions of target-machine instructions
Control Flow Analysis	Analyse sequence of instructions into *control flow graph* showing all possible flows of control program might follow when it runs
Data Flow Analysis	Gather information about flow of data through variables of program; e.g., *liveness analysis* calculates places where each variable holds a still-needed (live) value
Register Allocation	Choose registers for variables and temporary values; variables not simultaneously live can share same register
Code Emission	Replace temporary names in each machine instruction with registers

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A straight-line programming language (no loops or conditionals):

Stm	→	Stm ; Stm	*CompoundStm*
Stm	→	id := Exp	*AssignStm*
Stm	→	print (ExpList)	*PrintStm*
Exp	→	id	*IdExp*
Exp	→	num	*NumExp*
Exp	→	Exp Binop Exp	*OpExp*
Exp	→	(Stm , Exp)	*EseqExp*
ExpList	→	Exp , ExpList	*PairExpList*
ExpList	→	Exp	*LastExpList*
Binop	→	+	*Plus*
Binop	→	-	*Minus*
Binop	→	×	*Times*
Binop	→	/	*Div*

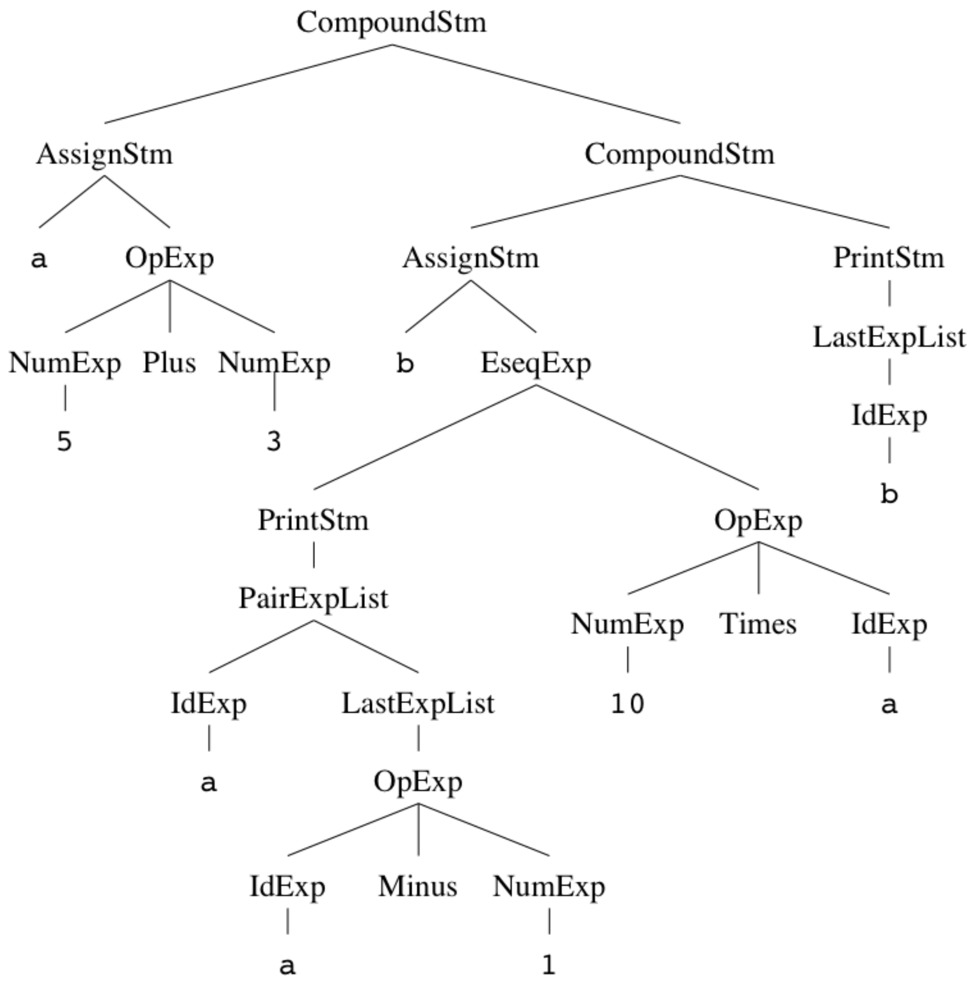
```
a := 5 + 3; b := (print(a,a—1),10×a); print(b)
```

prints

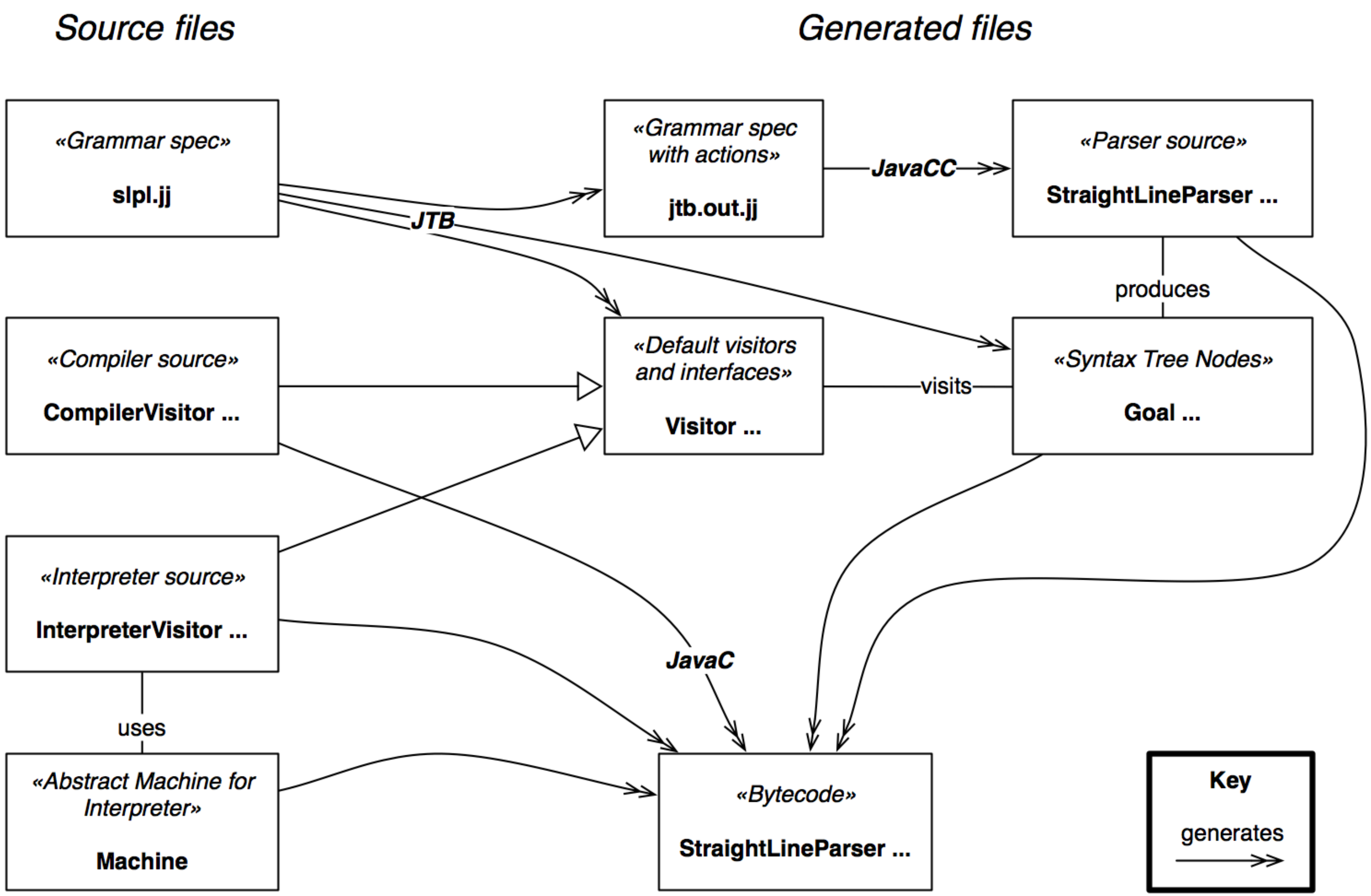
```
8 7
80
```

Tree representation

```
a := 5 + 3; b := (print(a,a–1),10×a); print(b)
```



Straightline Interpreter and Compiler Files

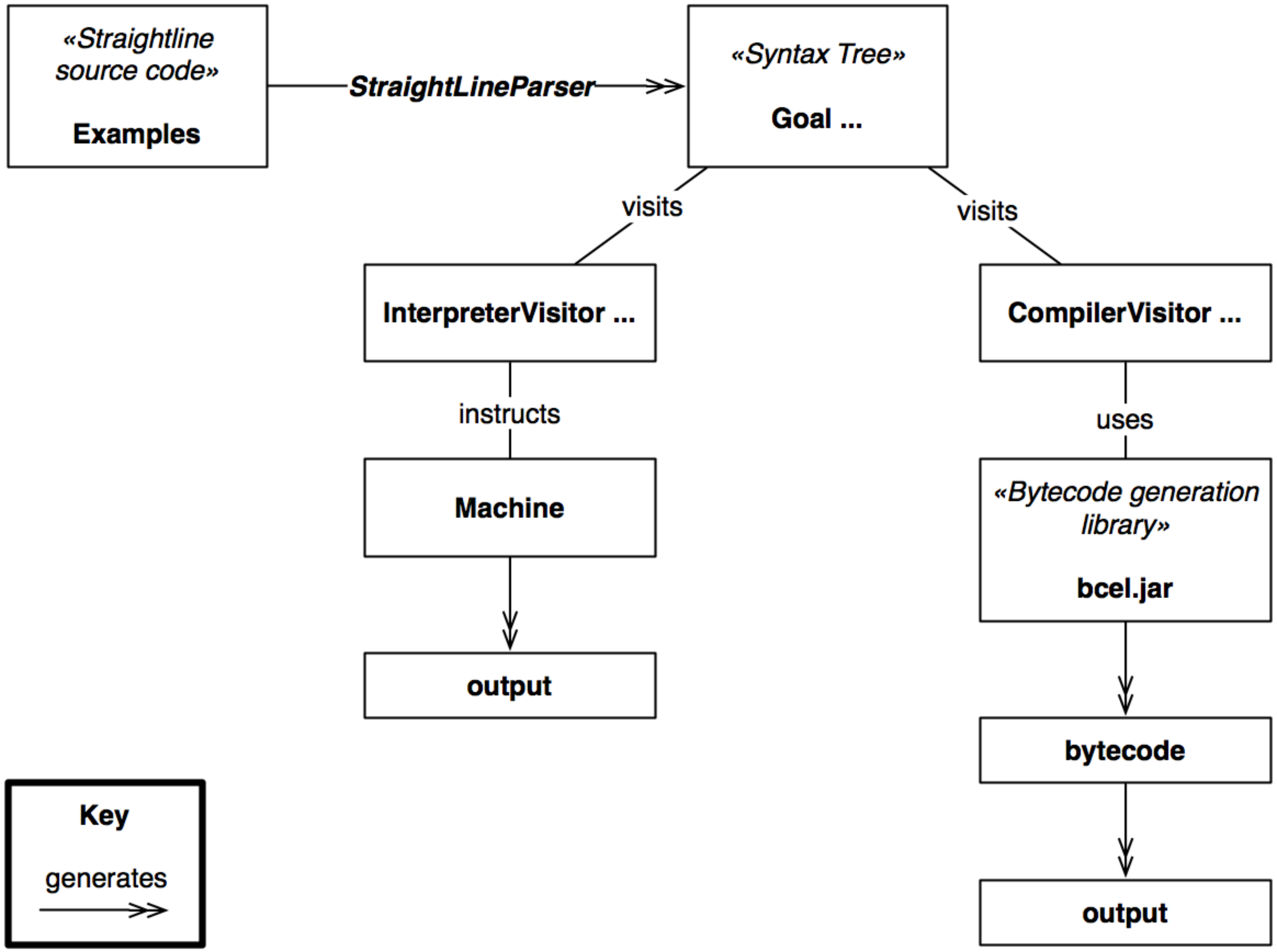


Java classes for trees

```
abstract class Stm {}
class CompoundStm extends Stm {
   Stm stm1, stm2;
   CompoundStm(Stm s1, Stm s2)
   {stm1=s1; stm2=s2;}
}
class AssignStm extends Stm {
   String id; Exp exp;
   AssignStm(String i, Exp e)
      {id=i; exp=e;}
}
class PrintStm extends Stm {
   ExpList exps;
   PrintStm(ExpList e) {exps=e;}
}
abstract class Exp {}
class IdExp extends Exp {
   String id;
   IdExp(String i) {id=i;}
}
```

```
class NumExp extends Exp {
   int num;
   NumExp(int n) {num=n;}
}
class OpExp extends Exp {
   Exp left, right; int oper;
   final static int Plus=1,Minus=2,Times=3,Div=4;
   OpExp(Exp l, int o, Exp r)
      {left=l; oper=o; right=r;}
}
class EseqExp extends Exp {
   Stm stm; Exp exp;
   EseqExp(Stm s, Exp e) {stm=s; exp=e;}
}
abstract class ExpList {}
class PairExpList extends ExpList {
   Exp head; ExpList tail;
   public PairExpList(Exp h, ExpList t)
      {head=h; tail=t;}
}
class LastExpList extends ExpList {
   Exp head;
   public LastExpList(Exp h) {head=h;}
}
```

Straightline Interpreter and Compiler Runtime



What you should know!

- ✎ *What is the difference between a compiler and an interpreter?*
- ✎ *What are important qualities of compilers?*
- ✎ *Why are compilers commonly split into multiple passes?*
- ✎ *What are the typical responsibilities of the different parts of a modern compiler?*
- ✎ *How are context-free grammars specified?*
- ✎ *What is "abstract" about an abstract syntax tree?*
- ✎ *What is intermediate representation and what is it for?*
- ✎ *Why is optimization a separate activity?*

Can you answer these questions?

- ✎ *Is Java compiled or interpreted? What about Smalltalk? Ruby? PHP? Are you sure?*
- ✎ *What are the key differences between modern compilers and compilers written in the 1970s?*
- ✎ *Why is it hard for compilers to generate good error messages?*
- ✎ *What is "context-free" about a context-free grammar?*

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