

Compilers

Nai-Wei Lin

Department of Computer Science and
Information Engineering
National Chung Cheng University

Objectives

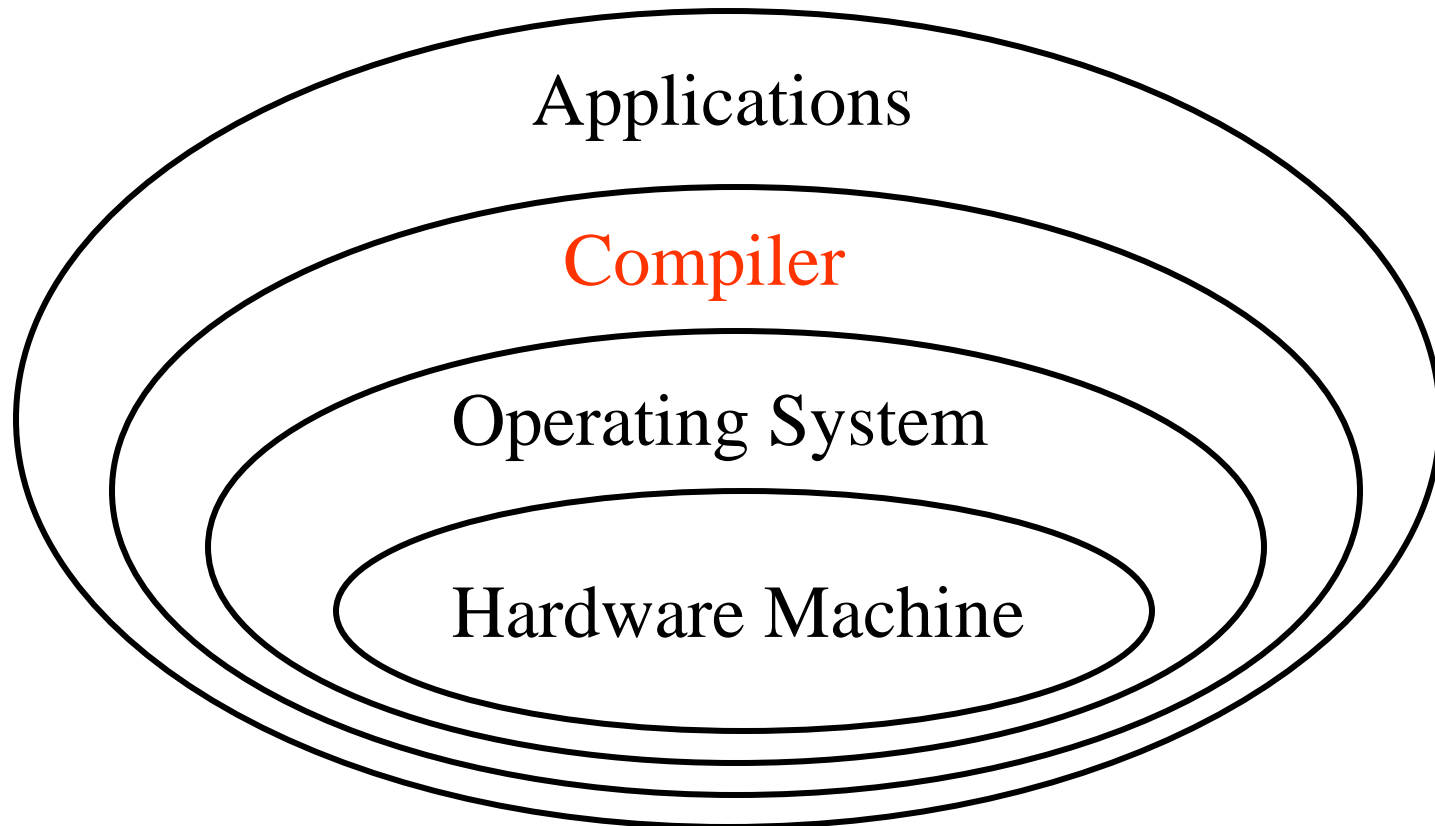
- ♠ Introduce principles and techniques for **compiler** construction
- ♠ Introduce principles and techniques for **compiler-compiler** construction
- ♠ Use a compiler-compiler to **exercise** the compiler construction for a small language

Introduction

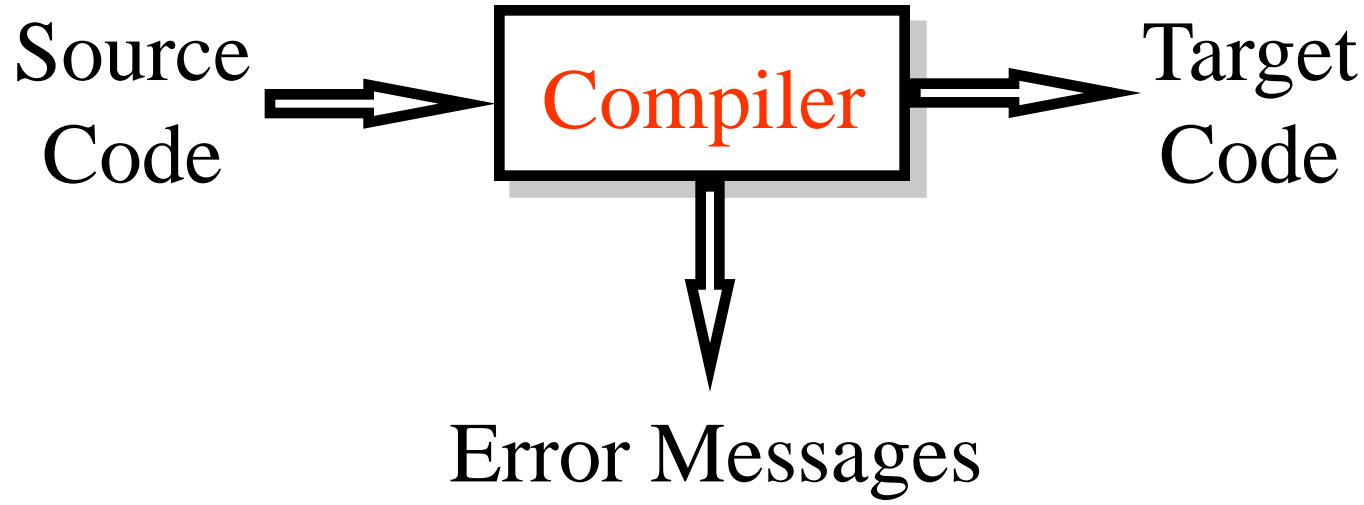
Programming Languages

- ♠ Human use *nature languages* to communicate with each other
 - *Chinese, English, French*
- ♠ Human use *programming languages* to communicate with computers
 - *Fortran, Pascal, C*

Computer Organization



Compiler



Components of a Compiler

♠ Analysis

- *Lexical Analysis*
- *Syntax Analysis*
- *Semantic Analysis*

♠ Synthesis

- *Intermediate Code Generation*
- *Code Optimization*
- *Code Generation*

Lexical Analysis

S o m e o n e b r e a k s
t h e i c e



Someone breaks the ice

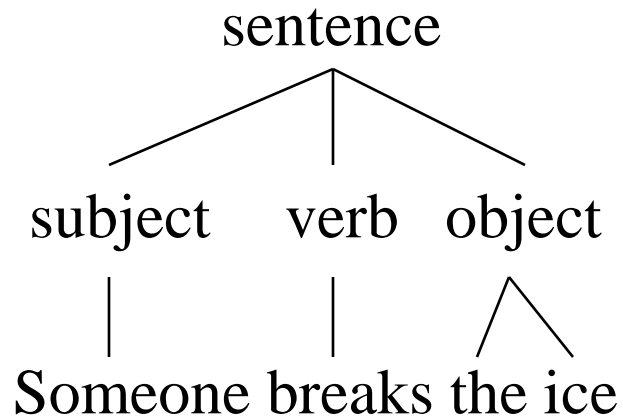
final := initial + rate * 60



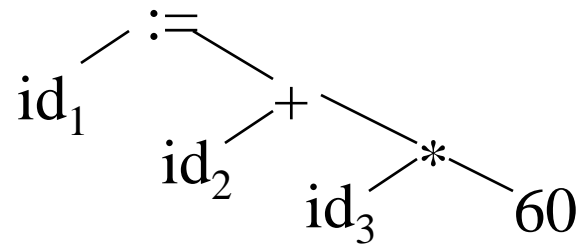
id₁ := id₂ + id₃ * 60

Syntax Analysis

Someone breaks the ice



$id_1 := id_2 + id_3 * 60$

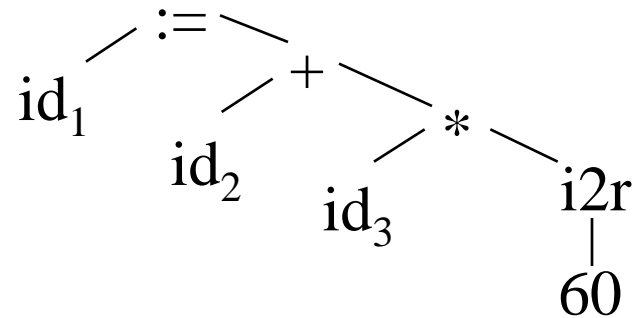
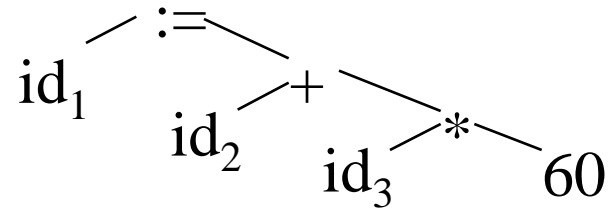


Semantic Analysis

Someone plays the piano
(meaningful)



The piano plays someone
(meaningless)

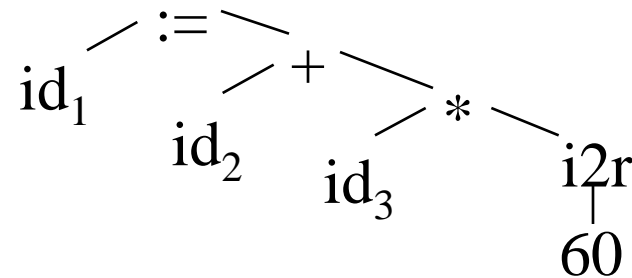


Intermediate Code Generation

Someone breaks the ice



有人打破冰



```
temp1 := i2r ( 60 )  
temp2 := id3 * temp1  
temp3 := id2 + temp2  
id1 := temp3
```

Code Optimization

有人打破冰

```
temp1 := i2r ( 60 )  
temp2 := id3 * temp1  
temp3 := id2 + temp2  
id1 := temp3
```



有人打破沉默

```
temp1 := id3 * 60.0  
id1 := id2 + temp1
```

Code Generation

有人打破沉默

```
temp1 := id3 * 60.0  
id1 := id2 + temp1
```



有人打破沉默

```
movf    id3, r2  
mulf   #60.0, r2  
movf    id2, r1  
addf   r2, r1  
movf    r1, id1
```

Structure of a Compiler

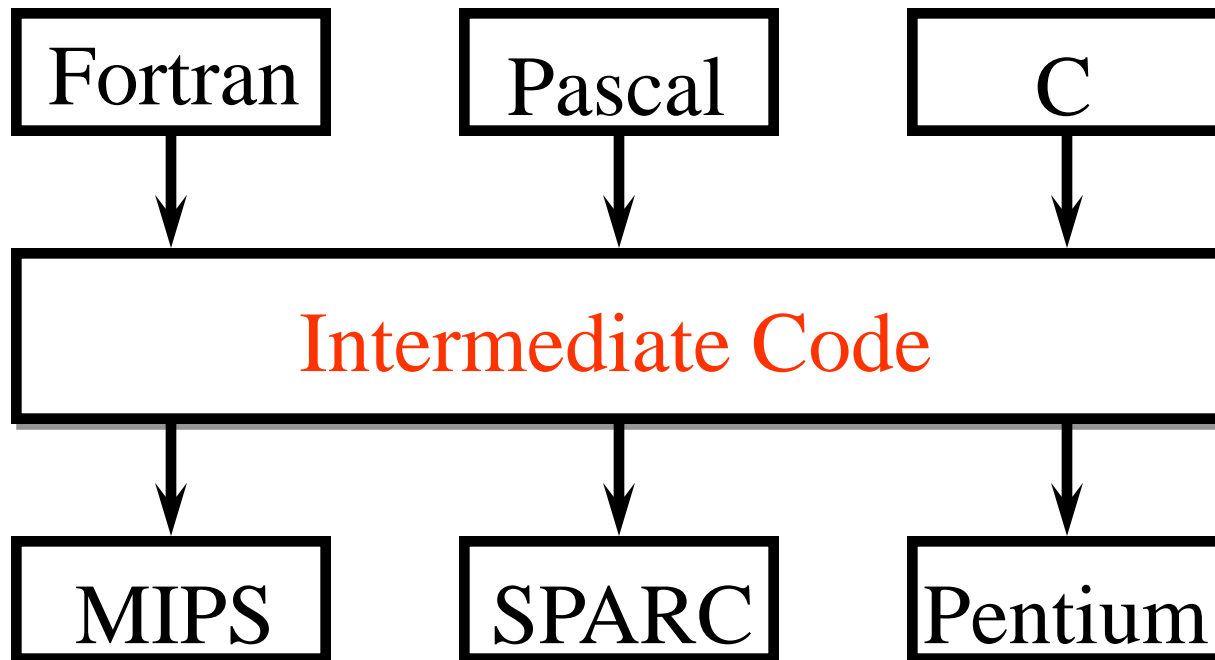
♠ Front End

- *Lexical Analysis*
- *Syntax Analysis*
- *Semantic Analysis*
- *Intermediate Code Generation*

♠ Back End

- *Code Optimization*
- *Code Generation*

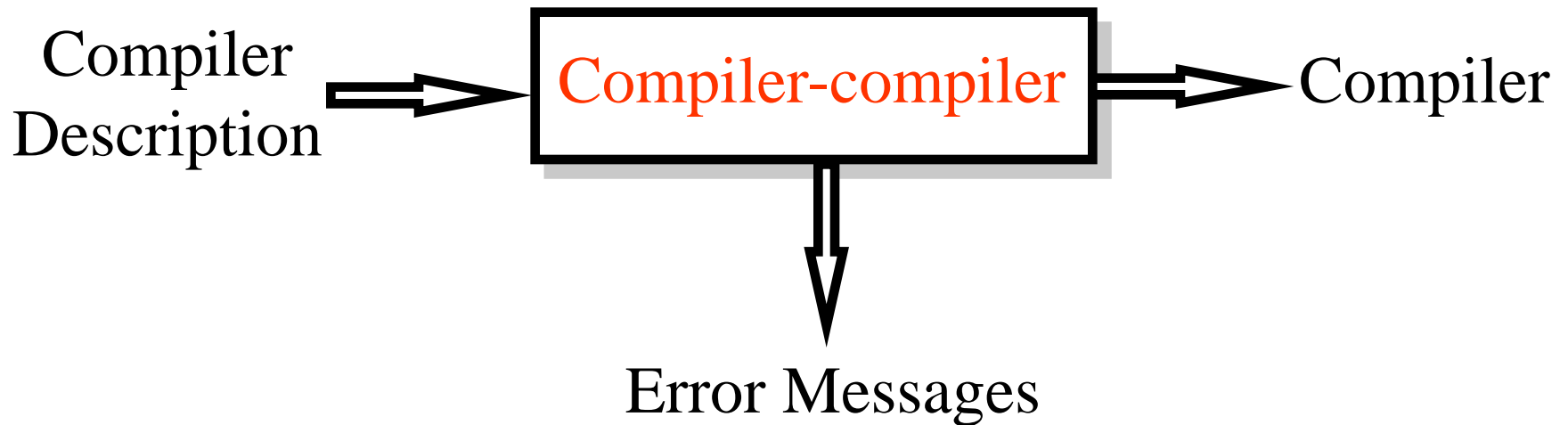
Reuse of Components



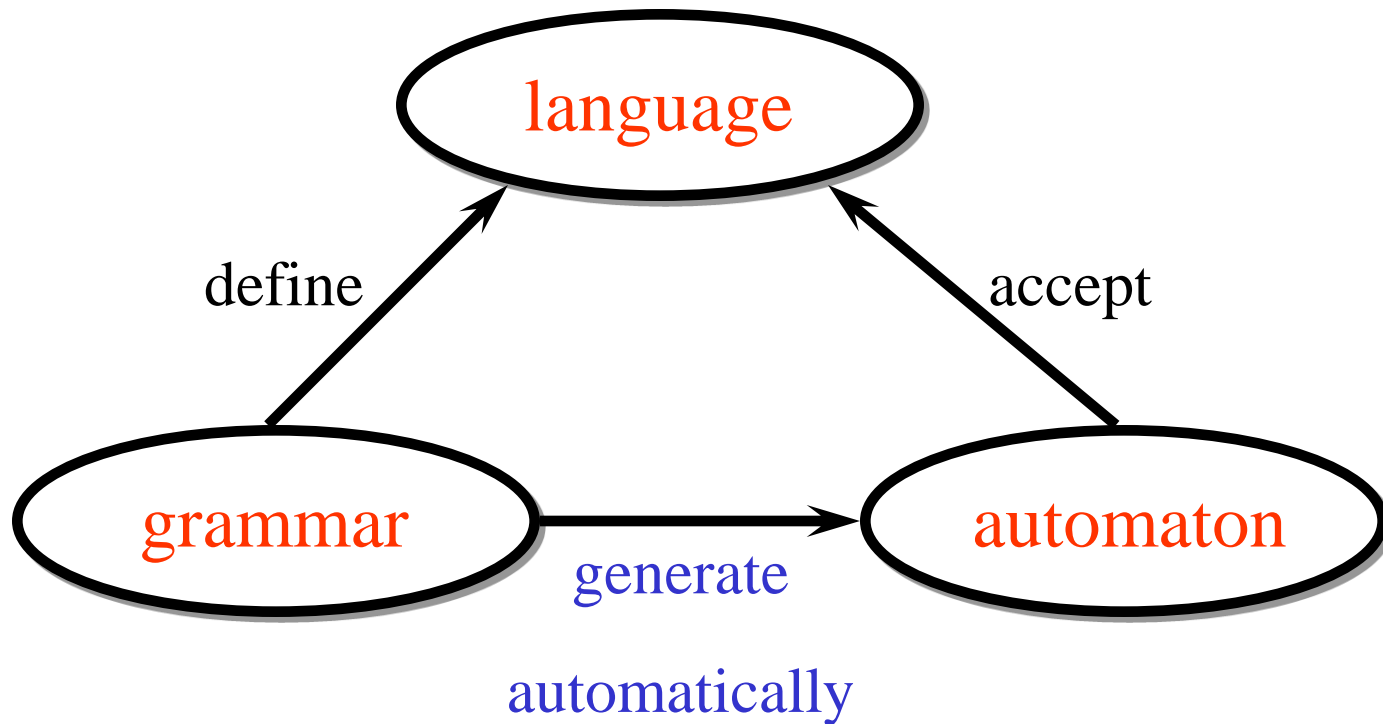
Applications

- ♠ Interpreters
- ♠ WWW Browsers
- ♠ Word Processors
- ♠ Computer-Aided Design
- ♠ Computer-Aided Manufacture

Compiler-Compiler



Formal Language Theory



Grammars

- ♠ The sentences in a language may be defined by a set of rules called a *grammar*

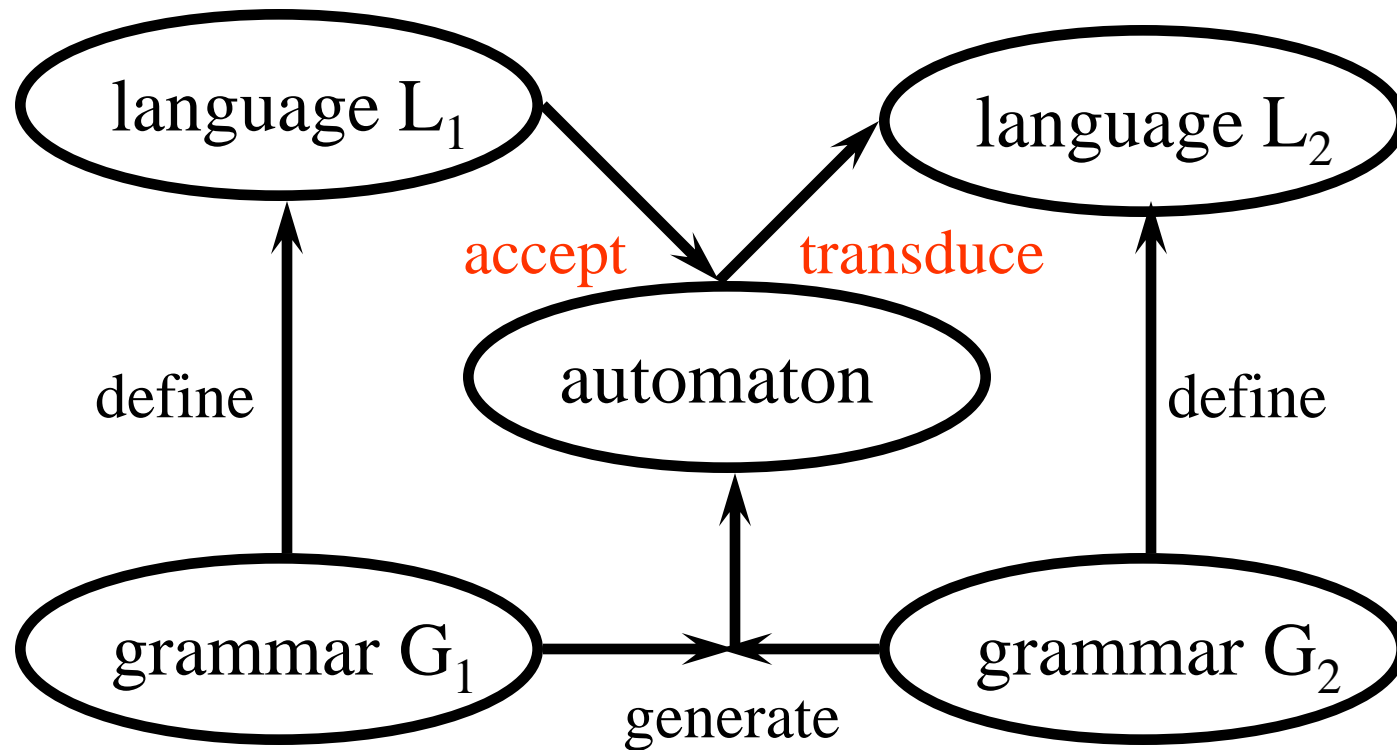
$L: \{00, 01, 10, 11\}$

G : the set of binary strings of length 2

Automata

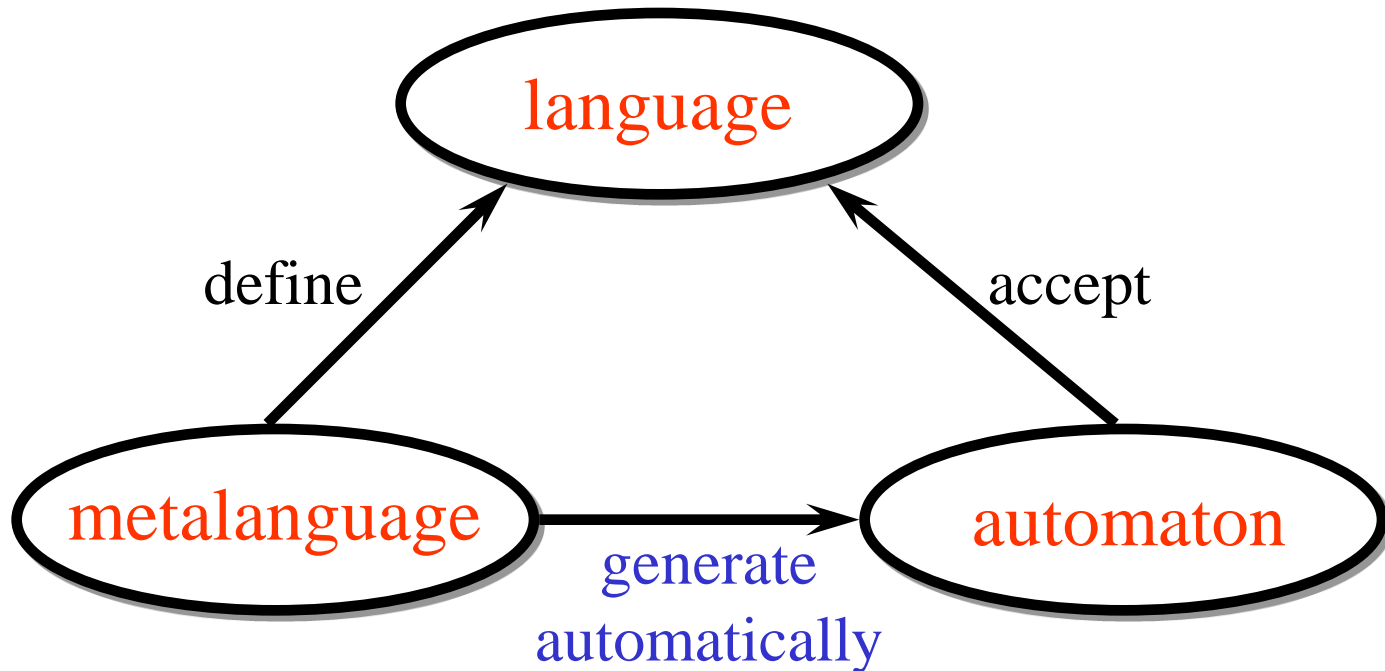
- ♠ An *acceptor* of a language is an automaton which determines if an input string is a sentence in the language
- ♠ A *transducer* of a language is an automaton which determines if an input string is a sentence in the language and may produce strings as output if it is in the language

Transducers



Metalinguage

♠ **Metalinguage**: a language used to define another language



Automatic Compiler Generation

- ♠ We will use different *metalingauges* to define the various components of a programming language so that these components can be generated *automatically*

Definition of Programming Languages

- ♠ *Lexical syntax*: regular expressions
- ♠ *Syntax*: context free grammars
- ♠ *Semantics*: attribute grammars
- ♠ *Intermediate code generation*:
attribute grammars
- ♠ *Code generation*: tree grammars

Languages

♠ **Alphabet** - any finite set of symbols

$\{0, 1\}$: *binary alphabet*

♠ **String** - a finite sequence of symbols from the alphabet

1011: *a string of length 4*

ε : *the empty string*

♠ **Language** - any set of strings on the alphabet

$\{00, 01, 10, 11\}$: *the set of strings of length 2*

\emptyset : *the empty set*

Terms for Parts of a String

♠ *string*: banana

♠ (*proper*) *prefix*: ϵ , b, ba, ban, ..., banana

♠ (*proper*) *suffix*: ϵ , a, na, ana, ..., banana

♠ (*proper*) *substring*:

ϵ , b, a, n, ba, an, na, ..., banana

♠ *subsequence*:

ϵ , b, a, n, ba, bn, an, aa, na, nn, ..., banana

♠ *sentence*: a string in the language

Operations on Strings

♠ *concatenation:*

$x = \text{dog}$

$y = \text{house}$

$xy = \text{doghouse}$

♠ *exponentiation:*

$s^0 = \varepsilon$

$s^1 = s$

$s^2 = ss$

Operations on Languages

♠ *Union of L and M, $L \cup M$*

$$L \cup M = \{ s \mid s \in L \text{ or } s \in M \}$$

♠ *Concatenation of L and M, LM*

$$LM = \{ st \mid s \in L \text{ and } t \in M \}$$

♠ *Kleene closure of L, L^**

$$L^* = \bigcup_{i=0}^{\infty} L^i$$

♠ *Positive closure of L, L^+*

$$L^+ = \bigcup_{i=1}^{\infty} L^i$$

Implementation of Programming Languages

♠ *Regular expressions:*

finite automata, lexical analyzer

♠ *Context free grammars:*

pushdown automata, parser

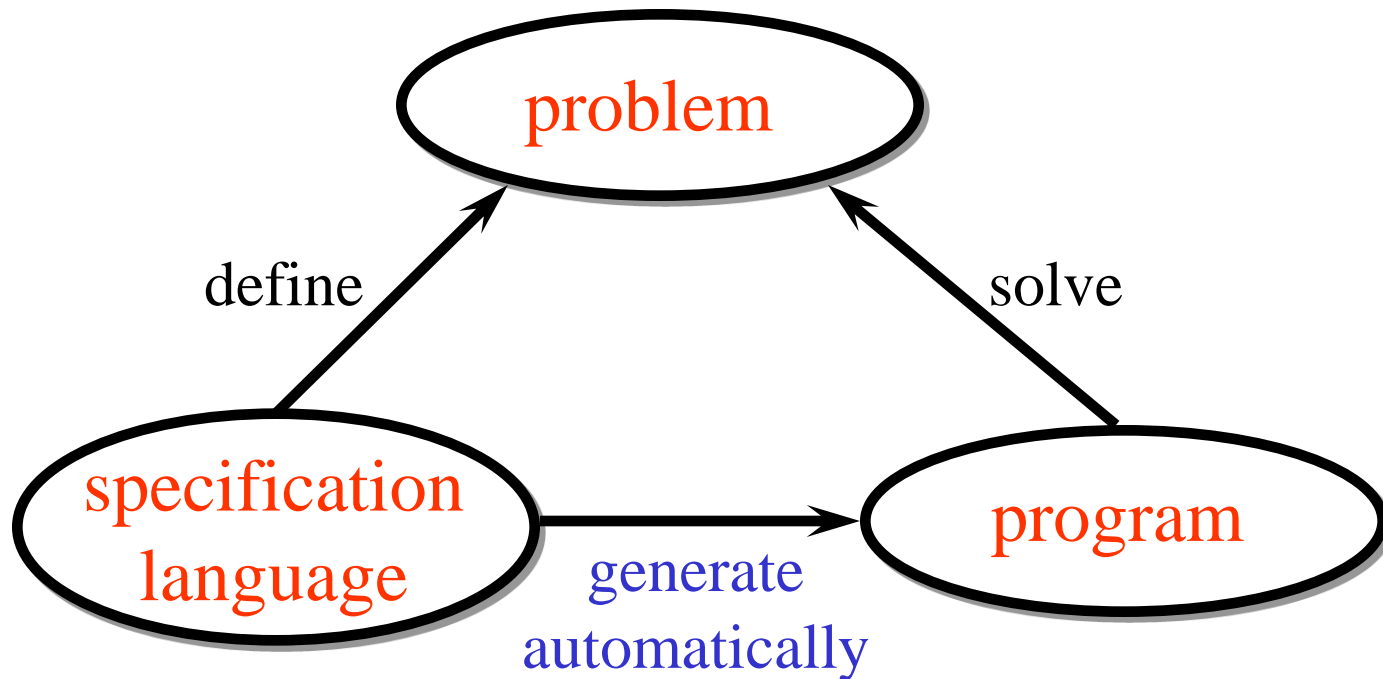
♠ *Attribute grammars:*

attribute evaluators, type checker and intermediate code generator

♠ *Tree grammars:*

finite tree automata, code generator

Automatic Program Generators



Content

- ♠ Lexical analysis
- ♠ Syntax analysis
- ♠ Semantic analysis
- ♠ Intermediate code generation
- ♠ Code generation

共勉

子曰：

「學而時習之，不亦說乎？」

-- 論語