

# Compiler Construction 2016/2017

## Intro

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## 1 Introduction

## What is a compiler?

- a program that reads an executable program in one language and translates it into an executable program in another language
- we expect the program produced by the compiler to exhibit the same behavior as the original

## What is an interpreter?

A program that reads an executable program and its input; produces the results of running that program.

- This course deals mainly with compilers
- Many of the same issues arise in interpreters

What qualities are important in a compiler?

- 1 Correct code
- 2 Output runs fast
- 3 Compiler runs fast
- 4 Compile time proportional to program size
- 5 Support for separate compilation
- 6 Good diagnostics for syntax errors
- 7 Works well with the debugger
- 8 Good diagnostics for flow anomalies
- 9 Cross language calls
- 10 Consistent, predictable optimization

# Abstract View

```
source code --> [compiler] --> machine code
                |
                v
            error messages
```



source --> [scanner] --> tokens --> [parser] --> IR

## Responsibilities

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

source --> [scanner] --> tokens

## Scanner:

- partitions input into lexemes — the basic unit of syntax
- maps lexemes into tokens
- `x = x + 1;` becomes  
`<id, x> <sym, => <id, x> <sym, +> <num, 1> <sym, ;>`
- typical tokens: number, id, +, -, \*, /, do, end
- eliminates white space (tabs, blanks, comments)
- a key issue is speed

tokens --> [parser] --> IR

## Parser

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

Parser generators

Context-free syntax is specified with a context-free grammar, often in Backus-Naur form (BNF).

```
<sheep noise> ::= baa  
                | baa <sheep noise>
```

The noises sheep make under normal circumstances

- `<sheep noise>` variable, nonterminal symbol
- `::=` and `|` metasymbols
- everything else: terminal symbols that appear in the input
- convention: first variable is the goal or start variable

Context free syntax can be put to better use

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

Simple expressions with addition and subtraction over tokens id and number

# Derive an expression

Starting from the goal variable, repeatedly replace a variable by its right-hand side until no variables are left.

Ex:  $x + 2 - y$

The result of parsing can be represented by a derivation tree.

A derivation tree contains information that is useless for compiling. Hence, use abstract syntax trees (AST) as IR.

```
IR --> [instruction selection]
    --> [register allocation] --> machine code
```

## Responsibilities

- 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

IR --> [instruction selection] --> IR'

## Instruction selection

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

IR' --> [register allocation] --> machine code

## Register Allocation

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

# Further Passes

IR --> [transform] --> IR

## Code Improvement

- analyzes and changes IR
- goal is to reduce runtime, space usage, energy usage, ...
- must preserve values
- sometimes several passes, in certain order, run repeatedly