Structure of the Compiler/Technical Overview

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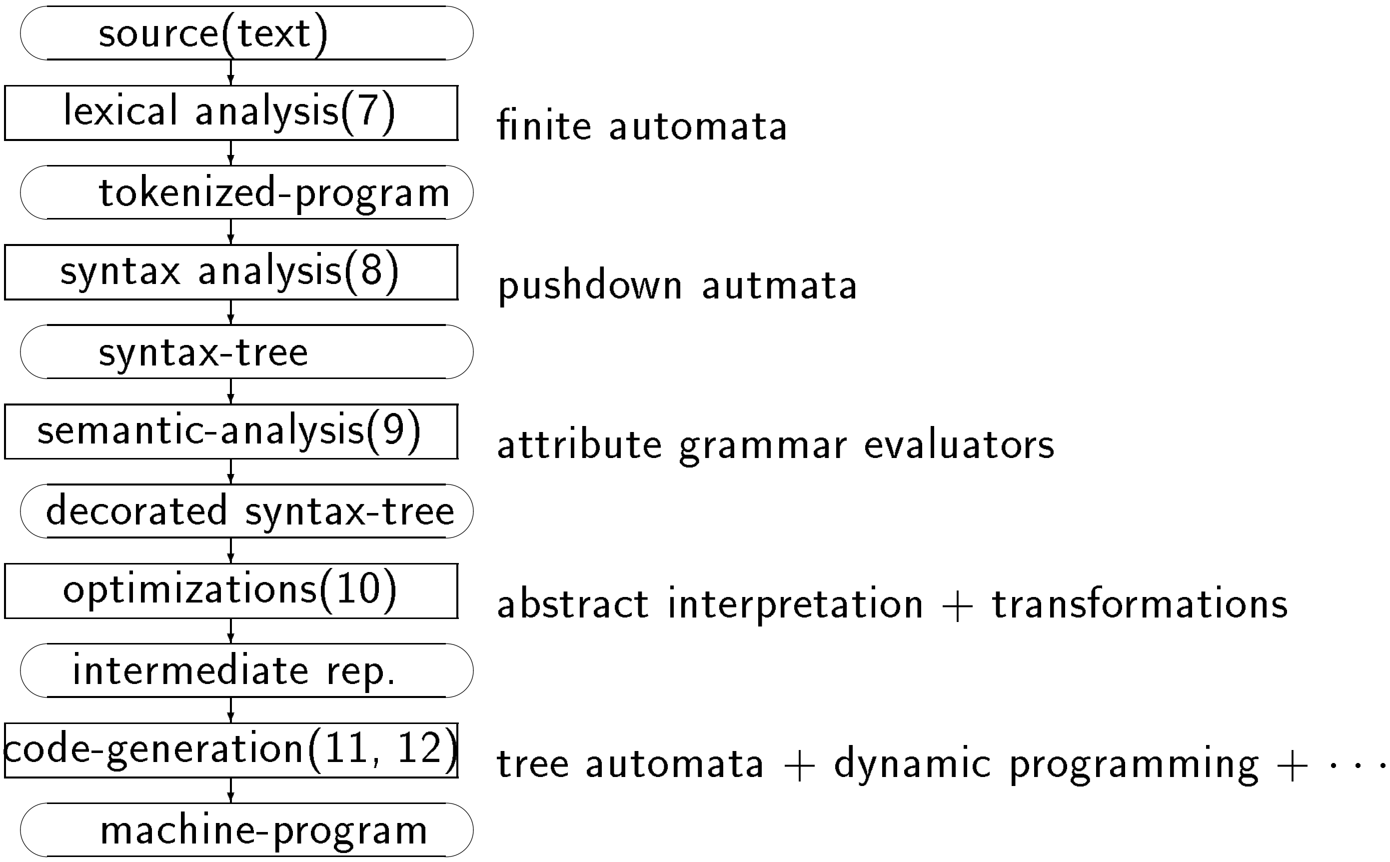
Subjects

- Structure of the compiler
- Automatic Compiler Generation
- Real Compiler Structures

Motivation

- The compilation process is decomposable into a sequence of tasks.
  - Modularity
  - Reusabilty
- The functionality of the tasks is well defined.
- The programs that implement some of tasks can be **automatically** generated from a formal specification

“Standard” Structure



A Running Example

program foo ;
var i, j : **real** ;
begin
    read (i);
    $j := i + 3 * i$
end.

Lexical Analysis (Scanning)

- Functionality

  Input program text as sequence of characters
  Output program text as sequence of symbols (tokens)

- Read input file

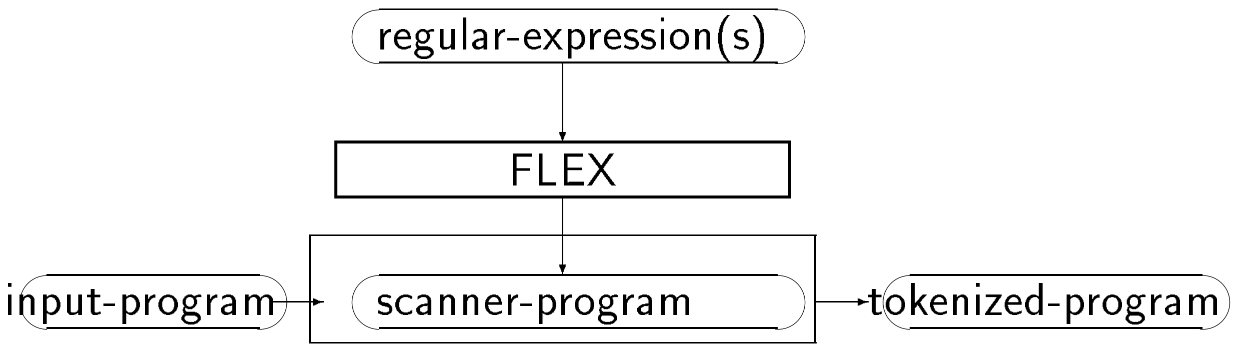
- Report errors about symbols illegal in the programming language

- **Screening** subtask:

  - Identify language keywords and standard identifiers
  - Eliminate “white-space”, e.g., consecutive blanks and newlines
  - Count line numbers

Automatic Generation of Lexical Analyzers

- The symbols of programming languages can be specified by regular expressions.
- Examples:
  - `program` as a sequence of characters.
  - `(alpha (alpha | digit)*)` for Pascal identifiers
  - `‘‘(*‘‘ until ‘‘*)‘‘` for Pascal comments
- The recognition of input strings can be performed by a **finite automaton**.
- A table representation or a program for the automaton is **automatically generated** from a **regular** expression.



Syntax Analysis (Parsing)

- Functionality

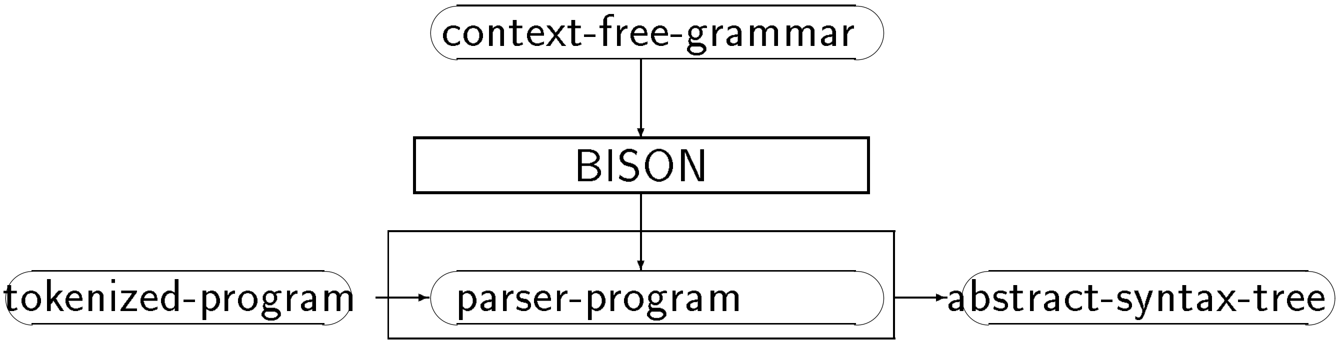
  Input Sequence of symbols (tokens)
  Output Structure of the program:
  - concrete syntax tree,
  - abstract syntax tree, or
  - parse (derivation).

- Treat syntax errors

  Report (as many as possible) syntax errors,
  Diagnose syntax errors,
  Correct syntax errors.

Automatic Generation of Syntax Analysis

- Parsing of programs can be performed by a **pushdown automaton**.
- A table representation or a program for the pushdown automaton is **automatically generated** from a context free grammar.



Semantic Analysis

- Functionality

  Input Abstract syntax tree
  Output Abstract tree “decorated“ with attributes, e.g., types of sub-expressions

- Report “semantic“ errors, e.g., undeclared variables, type mismatches

- Resolve usages of variables:
  Identify applied occurrences of variables with their declarations.

- Compute type of every (sub-)expression.

Machine Independent Optimizations

- Functionality

  Input Abstract tree decorated with attributes
  Output A semantically equivalent abstract tree decorated with attributes

- Analyzes the program for global properties.

- Transforms the program based on these global properties in order to improve efficiency.

- Analysis may also report program anomalies, e.g., uninitialized variables

Example1: Constant Propagation

const $i = 5$;
var x, y : **integer**;
begin
    $x := 5 + i$;
    read y;
    if $x = y$
    then $y := y + x$
    else $y := y - x$
    fi;
    $y := y + x * 9$
end;

Example2: Loop Invariant Code Motion

const $i = 5$;
var n, x, y : **integer**;
begin
    $x := 5 + i$;
    read n;
    for $k := 1$ **to** 100 **do**
        $y := y + k \times (x + n)$
    od
end;

Address Assignment

- Map variables into the static area, stack, heap
- Compute static sizes
- Generate proper **alignments**

Generation of the target program

Partly contradictory goals:

- Select cheapest instruction sequence.
- Perform most of the computations in registers.
- On machines with intraprocessor parallelism, e.g., super-scalar, pipelined, VLIW:
  exploit intraprocessor parallelism as much as possible.
- Partial problems are already NP-hard.
- "Good" solutions are obtained by combining suboptimal solutions obtained by heuristics

Example: Local Register Allocation

- Try to perform all computations in registers:
- One register is sufficient for the (trivial) expression x; so execute the command:

$$\textbf{load } r_i, \rho(x)$$

- If the expression e_1 takes m registers to evaluate and e_2 takes n registers and $m > n$, then $e_1 + e_2$ takes m registers
(why?)
- If the expression e_1 takes m registers and e_2 takes n registers and $m < n$, then $e_1 + e_2$ takes n registers
(why?)
- What happens if $m = n$?
- What happens if there aren't enough registers?

Real Compiler Structure

- Simple compilers are "one-pass"; conceptually separated tasks are combined.
  Parser is the **driver**.

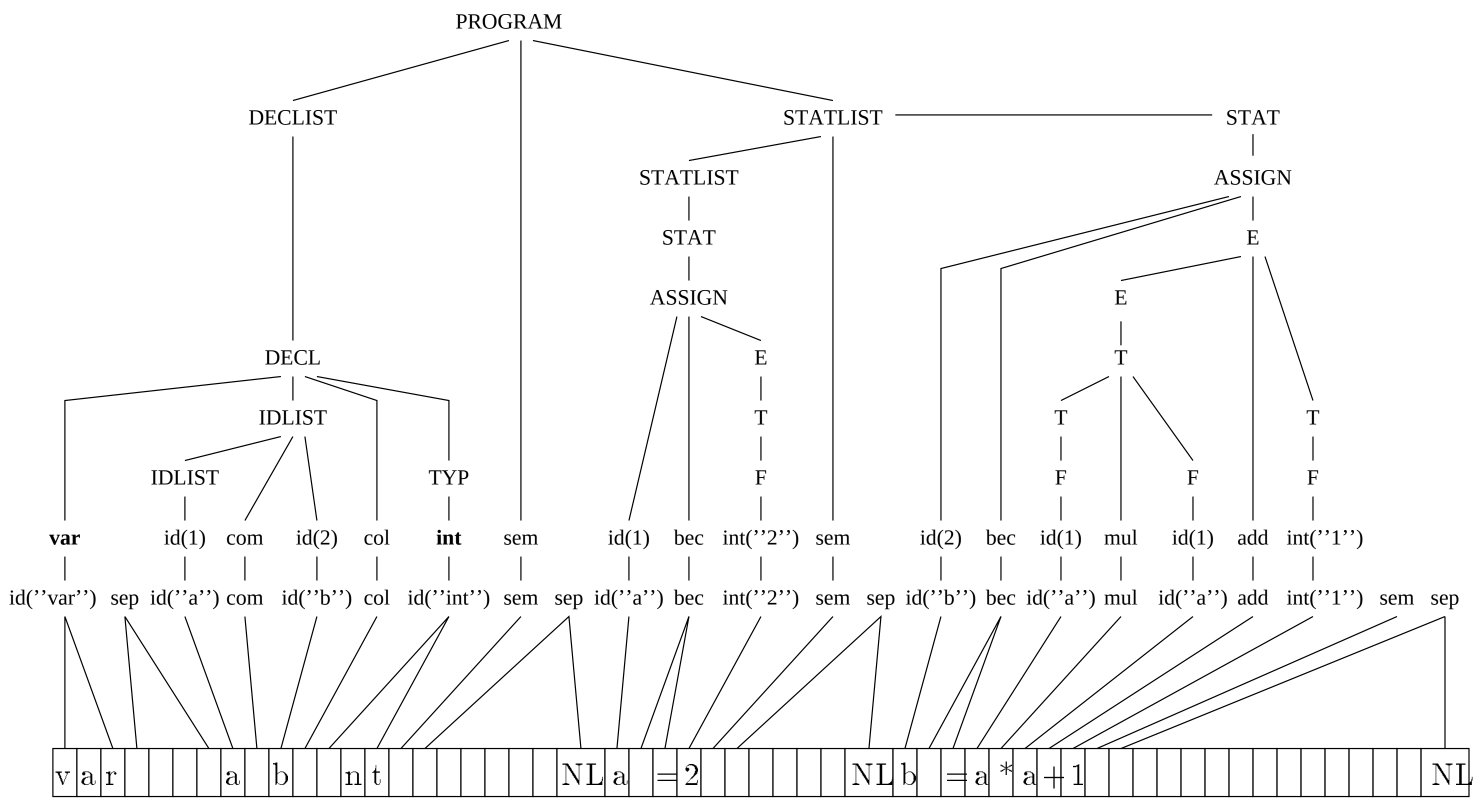
- One task in the conceptual compiler structure may need more than one pass, e.g., mixed declarations and uses.

- Almost all use automatically generated lexers and parsers.

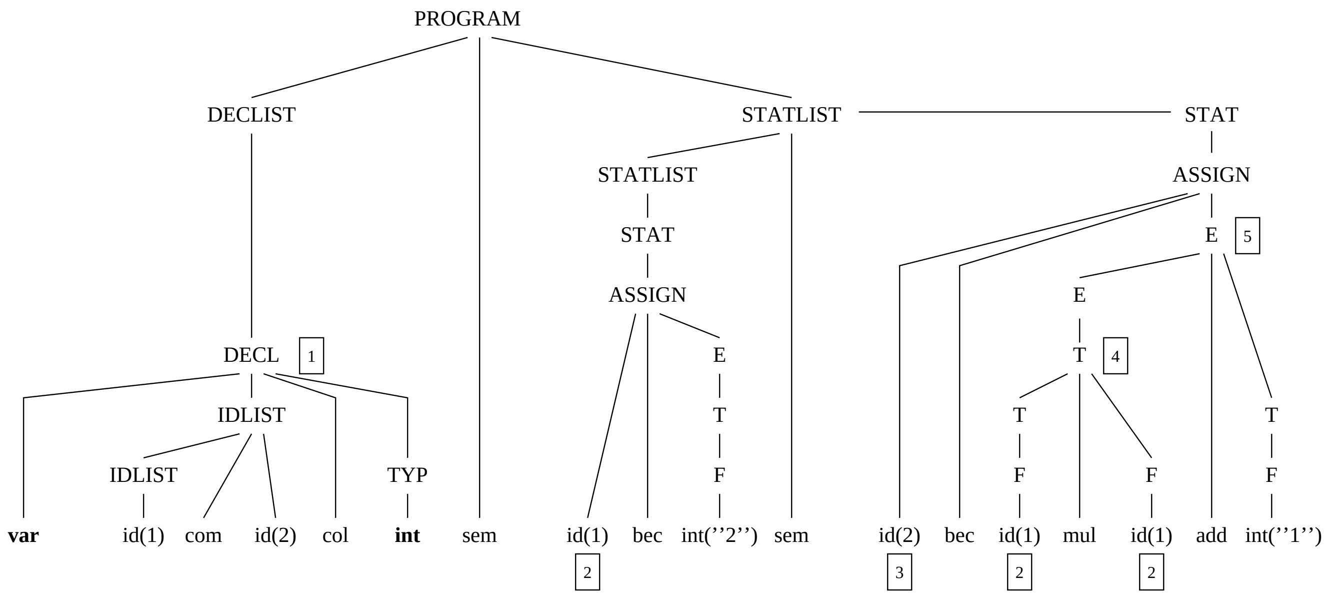
- Compilers use global information, e.g., symbol tables.

- There may be many representation levels in a multipass compiler.

Parse Tree


PROGRAM
DECLIST
STATLIST
STAT
STATLIST
STAT
ASSIGN
ASSIGN
E
E
DECL
E
T
IDLIST
T
T
T
IDLIST
TYP
F
F
F
F
var
id(1)
com
id(2)
col
int
sem
id(1)
bec
int(''2'')
sem
id(2)
bec
id(1)
mul
id(1)
add
int(''1'')
id(''var'')
sep
id(''a'')
com
id(''b'')
col
id(''int'')
sem
sep
id(''a'')
bec
int(''2'')
sem
sep
id(''b'')
bec
id(''a'')
mul
id(''a'')
add
int(''1'')
sem
sep
v a r a b n t NL a = 2 NL b = a * a + 1 NL

Decorated parse tree



$\boxed{1}$ (id(1),(var,int))
(id(2),(var,int)) $\boxed{2}$ (var,int) $\boxed{3}$ (var,int) $\boxed{4}$ int $\boxed{5}$ int

$\boxed{1}$ (id(1),(var,int,0))
(id(2),(var,int,0)) $\boxed{2}$ (var,int,0) $\boxed{3}$ (var,int,1)