CS354: Compiler Construction

Introduction

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Consult LMS for:

Lecture Notes, Quizzes, Assignments, Labs & Term Project

Attendance Policy

- 75% required at the end of semester!
- Attendance will be taken at any moment
- No compensation for attendance! No Bonuses!
- Late Arrivals will be dealt according to situation:

Text Books

- Alfred V. Aho et al.,
 Compilers: Principles,
 Techniques and Tools,
 2/E, Pearson, 2007
 also known as the
 "Dragon Book"
- Keith D. Cooper and Linda Torczon,
 Engineering A
 Compiler, 2/E, Morgan Kaufmann, 2012



Assessment Plan (Tentative)

- Theory
 - 35% Final Exam (Closed Books, Closed Notes, Comprehensive)
 - 25% OHTs (Closed Books, Closed Notes, Comprehensive)
 - 10% Quizzes (Surprise!)
 - 5% Assignments
 - 5% Term Project

Homework Policy

- All homework assignments must be done *individually* or as directed
- Hardcopy to be submitted in class on the due date
 - May also require uploading a soft-copy on LMS (for *plagiarism* check)
- Cheating
 - Helping others, getting help, looking up websites for solutions etc.
- Late Submissions
 - Late submission will get a -10% penalty per late day.
 - For example: if your assignment is 02 days late, you will get 80% of your earned marks in that assignment.
 - Extensions may be permitted under extraordinary circumstances
 - Contact the instructor at least 01 week before the deadline
- Any deviation from the above rule will be considered cheating and will be subject to the SEECS academic *dishonesty* policy_ <u>http://seecs.nust.edu.pk/Internal/downloads/downloads/SEECS_Plag</u> <u>iarism_Policy_Dec2010_v1.0.pdf</u>

Lecture Basics

"I hear and I forget. I see and I remember. I do and I understand." – Confucius

- Classes will involve both *Slides + Board* (to roughly equal degrees)
 - Lectures will be available on LMS
 - However, no scribes from the class will be made available
 - So, take your own notes in the class
- For latest/updated slides, download before each use
 - As I might update/correct slides at any stage

Why take this course?

Reason #1: Understand compilers and languages

- Understand the code structure
- Understand language semantics
- Understand relation between source code and generated machine code
- Become a better programmer

Why take this course?

Reason #2: Nice balance of theory and practice

- Theory
 - mathematical models: regular expressions, automata, grammars, graphs
 - algorithms that use these models
- Practice
 - Apply theoretical notions to build a real compiler and/orits components

What are Compilers?

- Translate information from one representation to another; usually *information = program*
- A program that reads a program written in one language (source language) and translates it into an equivalent program in another language (target language) -- Aho et al
- Compilers are also known as Language Processors

Typical Compilation



High-Level Source Code

```
int expr( int n )
{
    int d;
    d = 4*n*n*(n+1)*(n+1);
    return d;
}
```

Optimized for human readability

- Matches human notions of grammar
- Uses named constructs such as variables and procedures

Low-Level Assembly Code

.globl expr expr: pushl %ebp movl %esp,%ebp subl \$24,%esp movl 8(%ebp),%eax movl %eax,%edx leal 0(,%edx,4),%eax movl %eax,%edx imull 8(%ebp),%edx movl 8(%ebp),%eax incl %eax

imull %eax,%edx movl 8(%ebp),%eax incl %eax imull %eax,%edx movl %edx,-4(%ebp) movl -4(%ebp),%edx movl %edx,%eax jmp L2 .align 4 L2: leave ret

Low-Level Assembly Code

Optimized for hardware

- Consists of machine instructions
- Uses registers and unnamed memory locations
- Much harder to understand by humans

How to Translate ?

Correctness:

the generated machine code must execute precisely the same computation as the source code

Is there a unique translation? No!

Is there an algorithm for an "ideal translation"? No!

How to Translate ?

- Translation is a complex process
- Source language and generated code are very different
- Need to structure the translation process
 - More about structure of compilers: Later!