CS321 Languages and Compiler Design I

Fall 2010

Lecture 1

COURSE GOALS

- Improve understanding of **languages** and **machines**.
- Learn practicalities of **translation**.
- Learn **"anatomy"** of programming languages.
- Apply computer science **theory** to practical problems (using **tools**).
- Do large programming **project**.

COMPILERS

A **compiler** is a **translator** from "high-level" language to assembly code/object language.

Language L ⟶ **TRANSLATOR** ⟶ Language L'

Examples of translators:

Pascal,C, etc.	⟶	**Compiler**	⟶ Machine Code
Java	⟶	**Compiler**	⟶ Byte Code
Ratfor	⟶	**Preprocessor**	⟶ Fortran
Tex	⟶	**Text Formatter**	⟶ Postscript
SQL	⟶	**DB Optimizer**	⟶ Query plan

We study common features of translators, by building one.

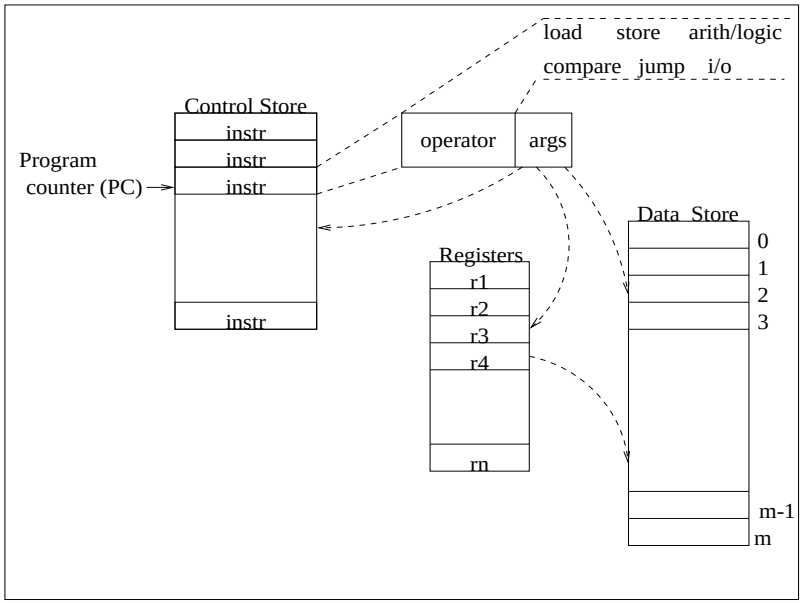
LANGUAGE DESIGN

We study languages mainly from an **implementor's** viewpoint.

- How do **compilation feasibility** and **runtime efficiency** affect language design?

(There are more "theoretical" approaches to studying programming languages, and there are interesting and useful languages that don't compile easily...)

"VON NEUMANN" MACHINE



FEATURES OF LOW-LEVEL CODE

- Sequential control flow + labels + jumps
- Small set of built-in data types and operators (e.g., byte, integer, floating point)
- Flat linear address space.
- Memory hierarchy (registers faster than memory faster than disk).

"HIGH-LEVEL" LANGUAGES

E.g., Fortran, Pascal, C, Cobol, Java, ...

Example

```
func rev (a: @real, n:int) {
  var i := 0;
  var j := n - 1;
  while i < j do {
     var x := a[i];
     a[i] := a[j];
     a[j] := x;
     i := i + 1;
     j := j - 1
  }
}
```


FEATURES OF HIGH-LEVEL CODE

- Expressions (arithmetic, logical)
- Control structures (loops, conditionals, etc.)
- Type declarations and type checking
- Composite types (arrays, records, etc.)
- Procedures/Functions, with private scope
- **Abstraction** facilities!

MEETING IN THE MIDDLE

How can we make high-level language and Von Neumann machine meet?

Answer:

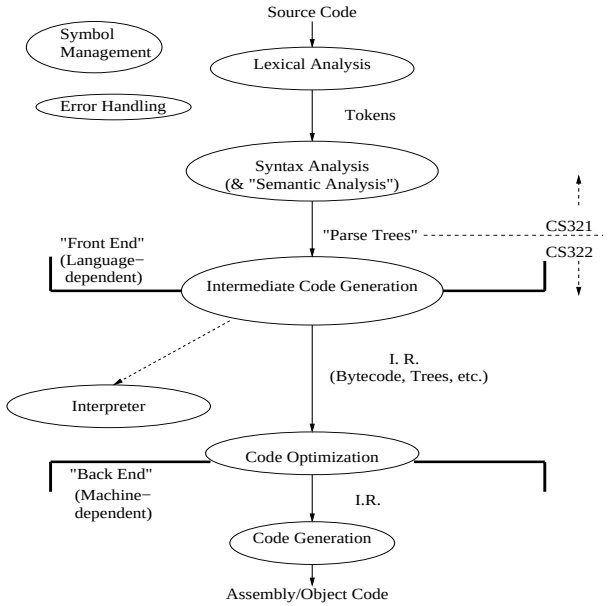
• Translate HLL into lower-level code (in traditional compiler, to machine code.)

and/or

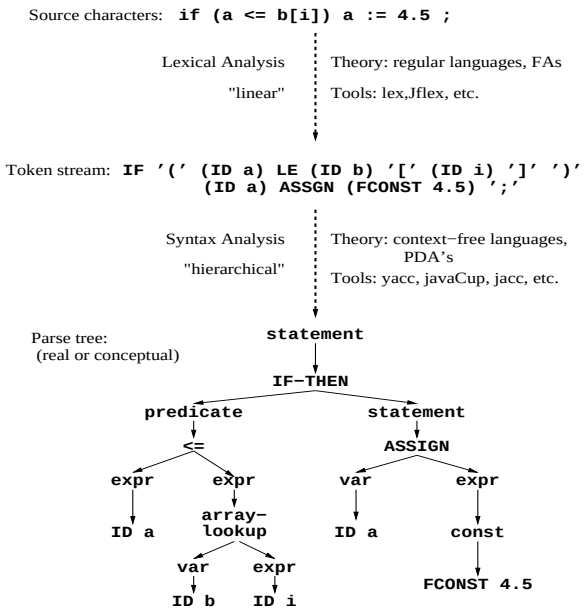
• Build a “higher level” virtual machine (in traditional interpreter, perhaps a stack machine.)

In practice, we do some of both, even in a compiler, since generated machine code makes use of a runtime library and operating system.

COMPILER STRUCTURE: WANT SIMPLICITY AND FLEXIBILITY



FRONT-END EXAMPLE



LANGUAGE DEFINITION

Syntax is easy.

• Well-understood.

• Good theory: regular and context-free languages and automata.

• Good tools, even for complex cases.

Semantics are hard.

• Inherently complex.

• Variety of choices:

Informal	—	Reference Manual
Operational	—	Definitional interpreter
		(↑ we will focus here)
Axiomatic	—	Logic
Denotational	—	Mathematical functions
		etc.

• Few tools.