

# COSE312: Compilers

## Lecture 1 — Overview of Compilers

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Software that translates a program written in one language (“source language”) into a program in another language (“target language”):



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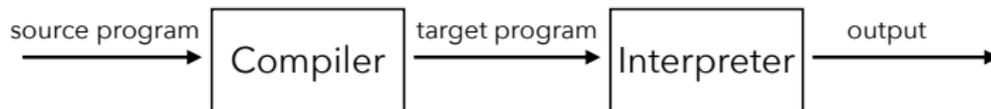
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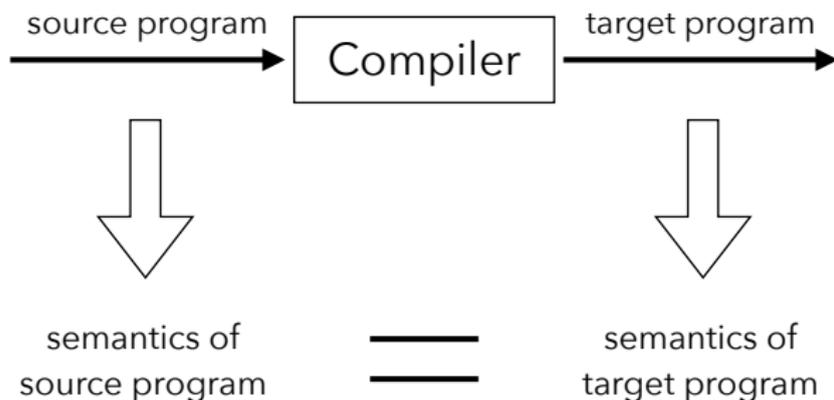
- the source language is a high-level language, e.g., C
- the target language is a machine language, e.g., x86

The target language may not be a machine language:



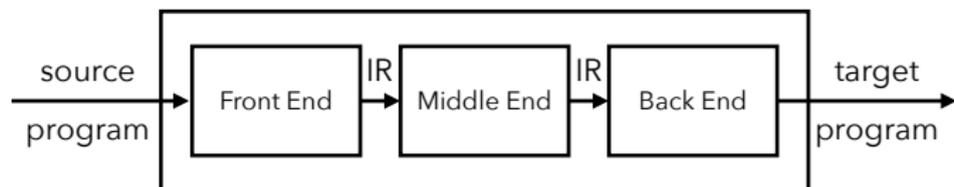
# A Fundamental Requirement

- The compiler must preserve the meaning of the source program.



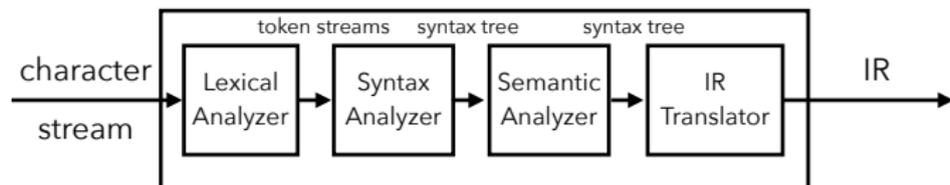
- Correctness of real-world compilers?

# Structure of Compilers



- The front-end understands the source program and translates it to an intermediate representation (IR).
- The middle-end takes a program in IR and optimizes it in terms of efficiency, energy consumption, and so on.
- The back-end transforms the IR program into machine-code.

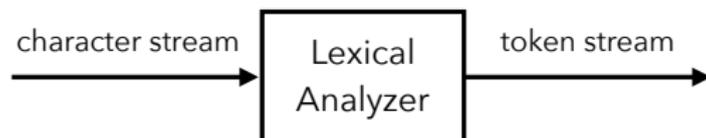
# Front End



- Lexical analyzer transforms character streams into token streams.
- Syntax analyzer transforms token streams into syntax trees.
- Semantic analyzer checks the correctness of input programs.
- IR translator converts syntax trees into IRs.

# Lexical<sup>1</sup> Analyzer (Lexer)

A lexer analyzes the lexical structure of the source program:

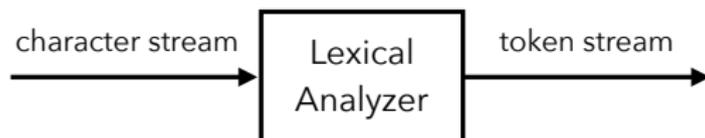


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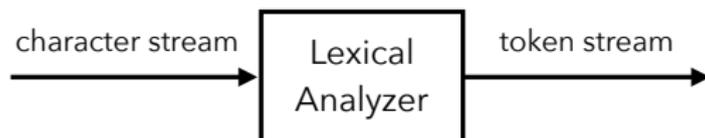
```
pos = init + rate * 10
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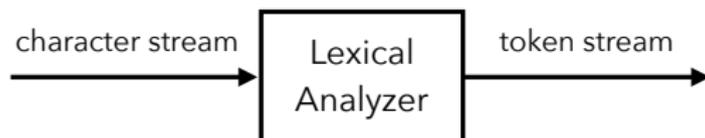
```
"pos", "=", "init", "+", "rate", "*", "10"
```

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into the following sequence:

```
"pos", "=", "init", "+", "rate", "*", "10"
```

and then produces a *token* sequence:

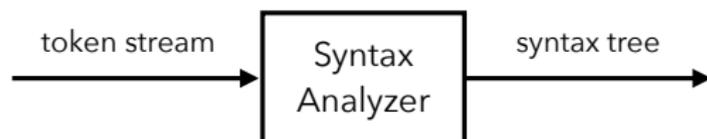
```
(ID, pos), ASSIGN, (ID, init), PLUS, (ID, rate), MULT, (NUM,10)
```

---

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## Syntax<sup>2</sup> Analyzer (Parser)

A parser analyzes the grammatical structure of the source program:

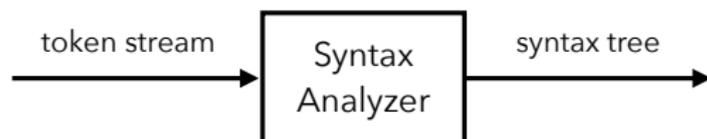


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## Syntax<sup>2</sup> Analyzer (Parser)

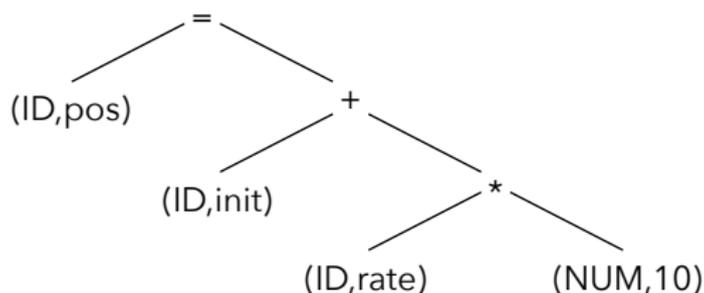
A parser analyzes the grammatical structure of the source program:



ex) A C parser transforms the sequence of tokens

(ID, pos), =, (ID, init), +, (ID, rate), \*, (NUM,10)

into the syntax tree:

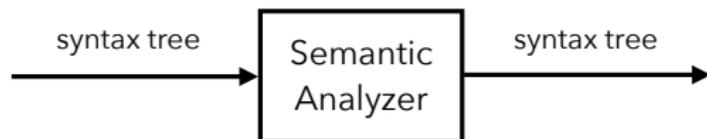


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# Semantic Analyzer

A semantic analyzer aims to establish the correctness of the input program:



- Safety errors

- ▶ type errors, e.g.,

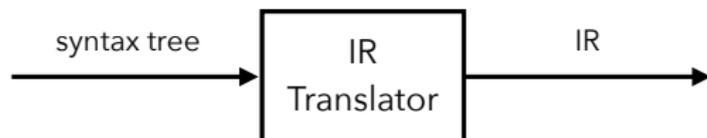
```
int x = 1;  
string y = "hello";  
int z = x + y;
```

- ▶ memory errors (array out of bounds, null-dereference, etc)

- Functional errors

- ▶ pre/post conditions

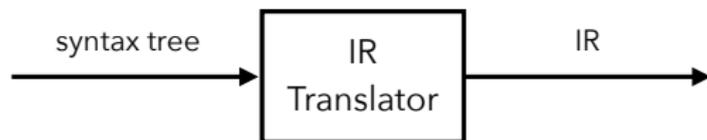
# IR Translator



Intermediate Representation:

- lower-level than the source language
- higher-level than the target language

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ex) Three-address code:

```
t1 = 10
```

```
t2 = rate * t1
```

```
t3 = init + t2
```

```
pos = t3
```

# Optimizer

Transforms IR to have better performance:



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Transforms IR to have better performance:



E.g.,

```
t1 = 10
t2 = rate * t1
t3 = init + t2
pos = t3
```

original IR

```
t1 = 10
t2 = rate * 10
t3 = init + t2
pos = t3
```

```
t2 = rate * 10
t3 = init + t2
pos = t3
```

```
t2 = rate * 10
pos = init + t2
```

final IR

# Back End

Generates the target machine code:



ex) From the IR

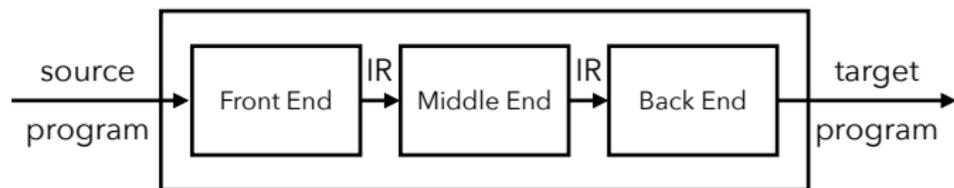
```
t2 = rate * 10  
pos = init + t2
```

generates the machine code

```
LOAD R2, rate  
MUL R2, R2, #10  
LOAD R1, init  
ADD R1, R1, R2  
STORE pos, R1
```

# Summary

Compilers consist of three phases:



- Front end understands the syntax and semantics of source program.
- Middle end improves the efficiency of the program.
- Back end generates the target program.