

Learning Goals

- Understand the internal structure of a real-world compiler
- Understand the effectiveness and limitations of code analysis and optimization techniques
- Be able to construct a full compiler for a toy language, generating assembly code for a RISC architecture

There are less than 1.5 compiler construction expert for every 1000 software engineers, but almost 2 jobs in compilers for every 100 in software engineering! (Data from LinkedIn, collected in 2012)

Where to find me.

Room & Time of lectures: we can change them if needed.

Introduction to Compiler Construction

- Why compiling? Compilers (performance, avoid writing fundamental code in asm) vs interpreters (ease of deployment/portability). Performance in a cost model, performance as a proxy of power consumption.
- When to compile? JIT, AOT and static compilers
- What to compile? Compilation units: from narrow (single-line or so) to expression to function-scope to interprocedural to whole-program. Speed/resources vs optimization.
- Where to compile? Cross-compilation and split compilation; re-hosting vs re-targeting
- Issues: maintainance (debugging), portability, retargetability, support for multiple languages
- Overview of a compiler framework
 - Lexical analysis & parsing (review): LL vs LR.
 - LR: declarative style, express rules in a DSL
 - LL: programming style, express rules as procedures
 - Statement and Data Structure Lowering
 - Lowering of loops: for \rightarrow while \rightarrow goto
 - Optimization: machine independent and machine-dependent, language dependent vs language independent
 - Code Generation
- *Reading*: Compiler Construction
- Tools (C compilers):
 - GCC
 - Clang/LLVM
 - Open64/ORC, Rose (source to source)
 - icc, CoSy

Topics for the next lectures

Intermediate Representations
Semantic Analysis & Type Checking
Code Generation
Dataflow Optimization
Register Allocation
Parallelization and other optimization techniques
Introduction to LLVM

Projects with LLVM

Python Bindings + tests
Register Allocation in SSA
Identify pure functions
Simple alias analysis pass
Profile guided transformations
Improve OpenMP support
Partial redundancy elimination
Loop unrolling on machine code

```
def factor(symtab) :
    if accept('ident') : return Var(var=symtab.find(value), symtab=symtab)
    if accept('number') : return Const(value=value, symtab=symtab)
    elif accept('lparen') :
        expr = expression()
        expect('rparen')
        return expr
    else :
        error("factor: syntax error")
        getsym()

def term(symtab) :
    op=None
    expr = factor(symtab)
    while new_sym in [ 'times', 'slash' ] :
        getsym()
        op = sym
        expr2 = factor(symtab)
        expr = BinExpr(children=[ op, expr, expr2 ], symtab=symtab)
    return expr

def expression(symtab) :
    op=None
    if new_sym in [ 'plus' or 'minus' ] :
        getsym()
        op = sym
    expr = term(symtab)
    if op : expr = UnExpr(children=[initial_op, expr], symtab=symtab)
    while new_sym in [ 'plus' or 'minus' ] :
        getsym()
        op = sym
        expr2 = term(symtab)
        expr = BinExpr(children=[ op, expr, expr2 ], symtab=symtab)
    return expr
```