

Compilers and Formal Languages

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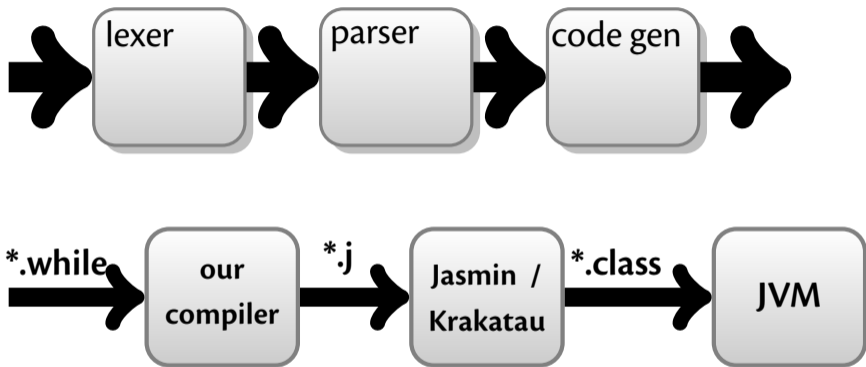
Slides & Progs: KEATS (also homework is there)

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2 Regular Expressions, Derivatives	7 Compilation, JVM
3 Automata, Regular Languages	8 Compiling Functional Languages
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Bird's Eye View



Bird's Eye View



Test Program

```
start := 1000;
x := start;
y := start;
z := start;
while 0 < x do {
  while 0 < y do {
    while 0 < z do { z := z - 1 };
    z := start;
    y := y - 1
  };
  y := start;
  x := x - 1
}
```

JVM Code

Jasmin Krakatau ASM lib

```
ldc 1000
istore 0
iload 0
istore 1
iload 0
istore 2
iload 0
istore 3

Loop_begin_0:

ldc 0
iload 1
if_icmpge Loop_end_1

Loop_begin_2:

ldc 0
iload 2
if_icmpge Loop_end_3

Loop_begin_4:

ldc 0
iload 3
```

```
if_icmpge Loop_end_5
iload 3
ldc 1
isub
istore 3
goto Loop_begin_4

Loop_end_5:

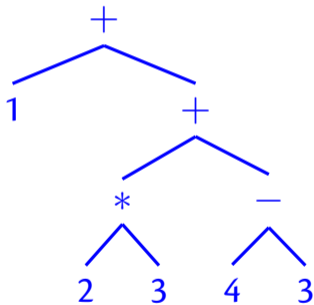
iload 0
istore 3
iload 2
ldc 1
isub
istore 2
goto Loop_begin_2

Loop_end_3:

iload 0
istore 2
iload 1
ldc 1
isub
istore 1
goto Loop_begin_0
```

Compiling AExps

For example $1 + ((2 * 3) + (4 - 3))$:



```
ldc 1
```

```
ldc 2
```

```
ldc 3
```

```
imul
```

```
ldc 4
```

```
ldc 3
```

```
isub
```

```
iadd
```

```
iadd
```

Traverse tree in post-order \Rightarrow code for stack-machine

Compiling AExps

$(1 + 2) + 3$

```
ldc 1
```

```
ldc 2
```

```
iadd
```

```
ldc 3
```

```
iadd
```

Compiling AExps

1 + (2 + 3)

```
ldc 1
```

```
ldc 2
```

```
ldc 3
```

```
iadd
```

```
iadd
```


Compiling AExps

1 + (2 + 3)

```
ldc 1
```

```
ldc 2
```

```
ldc 3
```

```
iadd
```

```
iadd
```

dadd, fadd, ladd, ...

Compiling AExps

$\text{compile}(n) \stackrel{\text{def}}{=} \text{ldc } n$

$\text{compile}(a_1 + a_2) \stackrel{\text{def}}{=} \text{compile}(a_1) @ \text{compile}(a_2) @ \text{iadd}$

$\text{compile}(a_1 - a_2) \stackrel{\text{def}}{=} \text{compile}(a_1) @ \text{compile}(a_2) @ \text{isub}$

$\text{compile}(a_1 * a_2) \stackrel{\text{def}}{=} \text{compile}(a_1) @ \text{compile}(a_2) @ \text{imul}$

Compiling AExps

$1 + 2 * 3 + (4 - 3)$

```
ldc 1
```

```
ldc 2
```

```
ldc 3
```

```
imul
```

```
ldc 4
```

```
ldc 3
```

```
isub
```

```
iadd
```

```
iadd
```

Variables

$x := 5 + y * 2$

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lookup: **iload** *index*

store: **istore** *index*

Variables

$x := 5 + y * 2$

lookup: **iload** *index*

store: **istore** *index*

while compiling we have to maintain a map
between our identifiers and the Java bytecode
indices

$\text{compile}(a, E)$

Compiling AExps

$\text{compile}(n, E) \stackrel{\text{def}}{=} \text{ldc } n$

$\text{compile}(a_1 + a_2, E) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{iadd}$

$\text{compile}(a_1 - a_2, E) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{isub}$

$\text{compile}(a_1 * a_2, E) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{imul}$

$\text{compile}(x, E) \stackrel{\text{def}}{=} \text{iload } E(x)$

Mathematical Functions

Compilation of some mathematical functions:

`Aop("+", a1, a2) ⇒ ...iadd`

`Aop("-", a1, a2) ⇒ ...isub`

`Aop("*", a1, a2) ⇒ ...imul`

`Aop("/", a1, a2) ⇒ ...idiv`

`Aop("%", a1, a2) ⇒ ...irem`

Compiling Statements

We return a list of instructions and an environment for the variables

$$\text{compile}(\text{skip}, E) \stackrel{\text{def}}{=} (\text{Nil}, E)$$

$$\text{compile}(x := a, E) \stackrel{\text{def}}{=} (\text{compile}(a, E) @ \text{istore } index, E(x \mapsto index))$$

where *index* is $E(x)$ if it is already defined, or if it is not, then the largest index not yet seen

Compiling Assignments

$x := x + 1$

```
iload  $n_x$   
ldc 1  
iadd  
istore  $n_x$ 
```

where n_x is the index corresponding to the variable x

Compiling Ifs

if b then cs_1 else cs_2

code of b

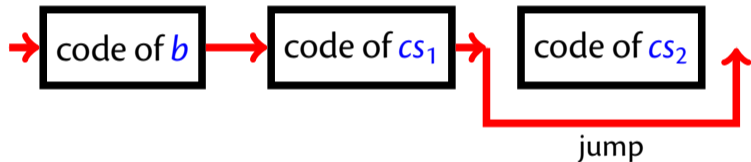
code of cs_1

code of cs_2

Compiling ifs

if b then cs_1 else cs_2

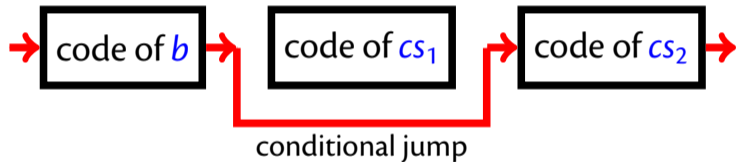
Case True:



Compiling Ifs

if b then cs_1 else cs_2

Case False:



Conditional Jumps

if_icmpeq *label* if two ints are equal, then jump

if_icmpne *label* if two ints aren't equal, then jump

if_icmpge *label* if one int is greater or equal then another, then jump

...

Conditional Jumps

if_icmpeq *label* if two ints are equal, then jump

if_icmpne *label* if two ints aren't equal, then jump

if_icmpge *label* if one int is greater or equal than another, then jump

...

*L*₁:

if_icmpeq *L*₂

iload 1

ldc 1

iadd

if_icmpeq *L*₁

*L*₂:

Conditional Jumps

`if_icmpeq label` if two ints are equal, then jump

`if_icmpne label` if two ints aren't equal, then jump

`if_icmpge label` if one int is greater or equal then another, then jump

...

`L1:`

`if_icmpeq L2`

`iload 1`

`ldc 1`

`iadd`

`if_icmpeq L1`

`L2:`

labels must be
unique

Compiling ifs

For example

```
if 1 == 1 then x := 2 else y := 3
```

```
ldc 1
```

```
ldc 1
```

```
if_icmpne L_ifelse
```

```
ldc 2
```

```
istore 0
```

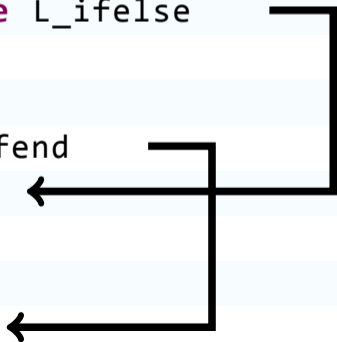
```
goto L_ifend
```

```
L_ifelse:
```

```
ldc 3
```

```
istore 1
```

```
L_ifend:
```



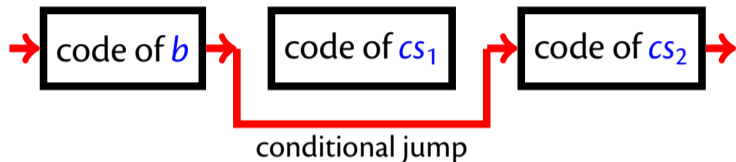
Compiling BExps

$a_1 == a_2$

$\text{compile}(a_1 == a_2, E, lab) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{if_icmpne } lab$

Boolean Expressions

Compilation of boolean expressions:



`Bop("==", a1, a2) ⇒ ...if_icmpne...`

`Bop("!=", a1, a2) ⇒ ...if_icmpeq...`

`Bop("<", a1, a2) ⇒ ...if_icmpge...`

`Bop("<=", a1, a2) ⇒ ...if_icmpgt...`

Compiling ifs

if b then cs_1 else cs_2

$\text{compile}(\text{if } b \text{ then } cs_1 \text{ else } cs_2, E) \stackrel{\text{def}}{=}$

l_{ifelse} (fresh label)

l_{ifend} (fresh label)

$(is_1, E') = \text{compile}(cs_1, E)$

$(is_2, E'') = \text{compile}(cs_2, E')$

$(\text{compile}(b, E, l_{ifelse})$

@ is_1

@ goto l_{ifend}

@ l_{ifelse} :

@ is_2

@ l_{ifend} :, E'')

Compiling Whiles

while *b* do *cs*

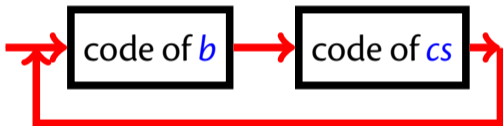
code of *b*

code of *cs*

Compiling Whiles

while *b* do *cs*

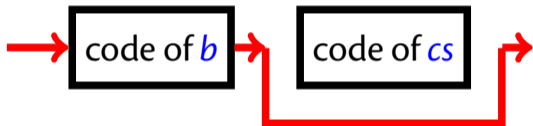
Case True:



Compiling Whiles

while *b* do *cs*

Case False:



Compiling Whiles

while b do cs

$\text{compile}(\text{while } b \text{ do } cs, E) \stackrel{\text{def}}{=}$

l_{wbegin} (fresh label)

l_{wend} (fresh label)

$(is, E') = \text{compile}(cs_1, E)$

$(l_{wbegin} :$

@ $\text{compile}(b, E, l_{wend})$

@ is

@ $\text{goto } l_{wbegin}$

@ $l_{wend} :, E')$

Compiling Whiles

For example

```
while x <= 10 do x := x + 1
```

```
L_wbegin:      ←
  iload 0
  ldc 10
  if_icmpgt L_wend
  iload 0
  ldc 1
  iadd
  istore 0
  goto L_wbegin
L_wend:      ←
```

Compiling Writes

```
.method public static write(I)V
  .limit locals 1
  .limit stack 2
  getstatic java/lang/System/out
                                     Ljava/io/PrintStream;
  iload 0
  invokevirtual java/io/PrintStream/println(I)V
  return
.end method
```

```
iload E(x)
invokestatic XXX/XXX/write(I)V
```

Compiling Main

```
.class public XXX.XXX
.super java/lang/Object

.method public <init>()V
    aload_0
    invokevirtual java/lang/Object/<init>()V
    return
.end method

.method public static main([Ljava/lang/String;)V
    .limit locals 200
    .limit stack 200

    ...here comes the compiled code...

    return
.end method
```

Next Compiler Phases

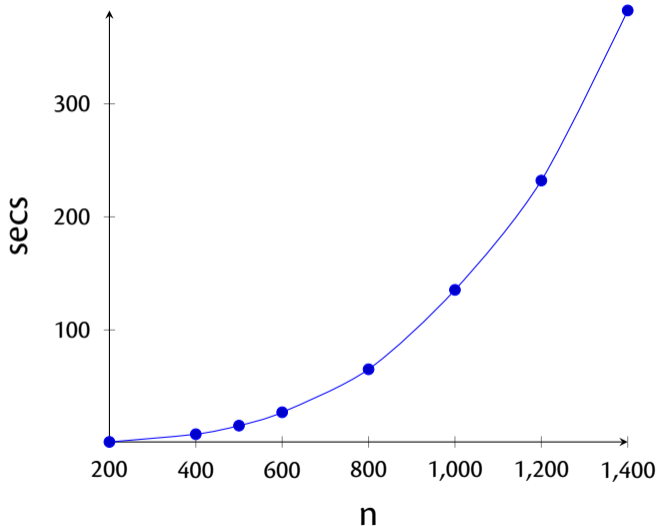
assembly \Rightarrow byte code (class file)

labels \Rightarrow absolute or relative jumps

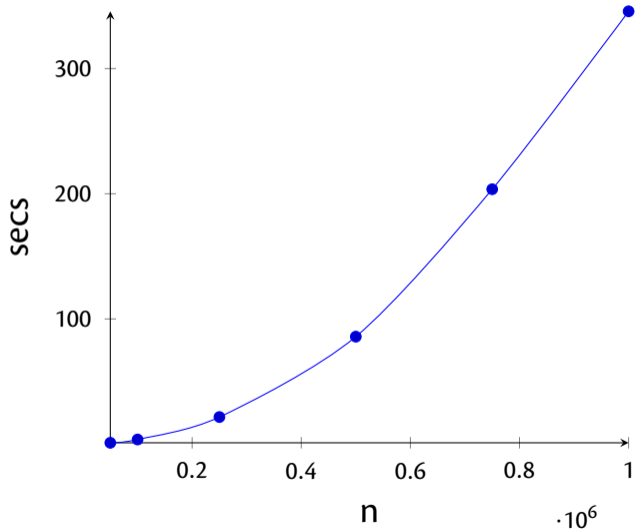
javap is a disassembler for class files

jasmin and krakatau are assemblers for jvm code

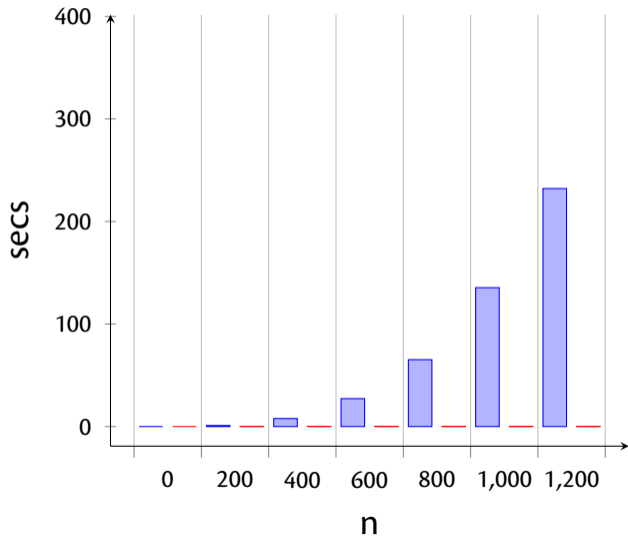
Recall: Interpreted Code



Compiled Code



Compiler vs. Interpreter



A “Compiler” for BF*** to C

- > ⇒ ptr++
- < ⇒ ptr--
- + ⇒ (*ptr)++
- ⇒ (*ptr)--
- . ⇒ putchar(*ptr)
- , ⇒ *ptr = getchar()
- [⇒ while(*ptr){
-] ⇒ }
- ⇒ ignore everything else

```
char field[30000]
char *ptr = &field[15000]
```


BF***

we need some big array, say arr and 7 (8) instructions:

> move ptr++

< move ptr--

+ add arr[ptr]++

- subtract arr[ptr]--

. print out arr[ptr] as ASCII

[if arr[ptr] == 0 jump just after the corresponding]; otherwise ptr++

] if arr[ptr] != 0 jump just after the corresponding [; otherwise ptr++

Arrays in While

```
new arr[15000]
```

```
x := 3 + arr[3 + y]
```

```
arr[42 * n] := ...
```

New Arrays

```
new arr[number]
```

```
ldc number
```

```
newarray int
```

```
astore loc_var
```

Array Update

```
arr[...] :=
```

```
aload loc_var
```

```
index_aexp
```

```
value_aexp
```

```
iastore
```

Array Lookup in AExp

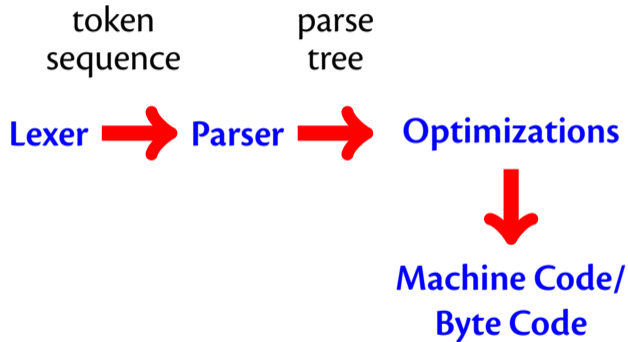
```
...arr[...]...
```

```
aload loc_var
```

```
index_aexp
```

```
iaload
```

Backend



What is Next

register spilling

dead code removal

loop optimisations

instruction selection

type checking

concurrency

fuzzy testing

verification

GCC, LLVM, tracing JITs