COS320: Compiling Techniques

Zak Kincaid

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Welcome!

- **Instructor**: Zak Kincaid
- **TA**:

Shaowei Zhu

- **Website**: `http://www.cs.princeton.edu/courses/archive/spring20/cos320/`
- **Piazza**: `https://piazza.com/princeton/spring2020/cos320`
- **Office hours**: Monday 4:30-6:30pm (Shaowei), Wednesday 3-5pm (Zak)
  or by appointment

What is a compiler?

- A **compiler** is a program that takes a program written in a *source language* and translates it into a functionally equivalent program in a *target language*.
  - Source languages: C, Java, OCaml, …
  - Target languages: x86 Assembly, Java bytecode, C, …

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  - Target languages: x86 Assembly, Java bytecode, C, …
- A compiler can also
  - Report errors & potential problems
    - Uninitialized variables, type errors, …
  - Improve ("optimize") the program

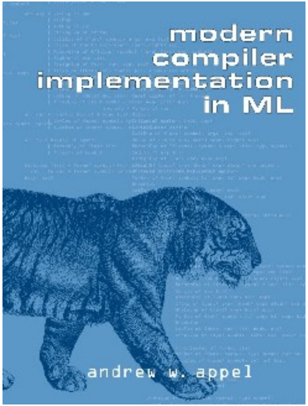
Why take COS320?

You will learn:

- **How high-level languages are translated to machine language**
- How to be a better programmer
    - What can a compiler do?
    - What can a compiler *not* do?
- Lexing & Parsing
- (Some) functional programming in OCaml
- A bit of programming language theory
- A bit of computer architecture

Course resources

- Recommended textbook:
  Modern compiler implementation in ML (Appel)
- Real World OCaml (Minsky, Madhavapeddy, Hickey)
  `realworldocaml.org`



Grading

Homework teaches the practice of building a compiler; midterm & final skew towards theory.

- 60% Homework
  - 5 assignments, not evenly weighted
  - HW1: Build an x86 simulator
  - HW2-5: Build a compiler
  - Expect homework to be time consuming!
- 20% Midterm
  - Thursday March 12, in class
- 20% Final

Homework policies

- Homework can be done individually or in pairs
- Late assignments will be penalized 1% per hour past the deadline.
- Five late passes, can submit up to 24 hours late without penalty (at most 3/HW).

Feel free to discuss with others at **conceptual** level.
Submitted work should be your own.

Lecture expectations

- Lecture 1: Intro
- Lecture 2: x86 (review COS217)
- Lecture $3 + k$: not review

Compilers

(Programming) language = syntax + semantics

- **Syntax**: what sequences of characters are valid programs?
  - Typically specified by context-free grammar

```
<expr> ::= <integer>
         | <variable>
         | <expr> + <expr>
         | <expr> * <expr>
         | (<expr>)
```

- **Semantics**: what is the behavior of a valid program?
  - *Operational semantics*: how can we execute a program?
    - In essence: an interpreter
  - *Axiomatic semantics*: what can we prove about a program?
  - *Denotational semantics*: what mathematical function does the program compute?

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The job of a compiler is to translate from the syntax of one language to another, but preserve the semantics.

```c
#include <stdio.h>

int factorial(int n) {
  int acc = 1;
  while (n > 0) {
    acc = acc * n;
    n = n - 1;
  }
  return acc;
}

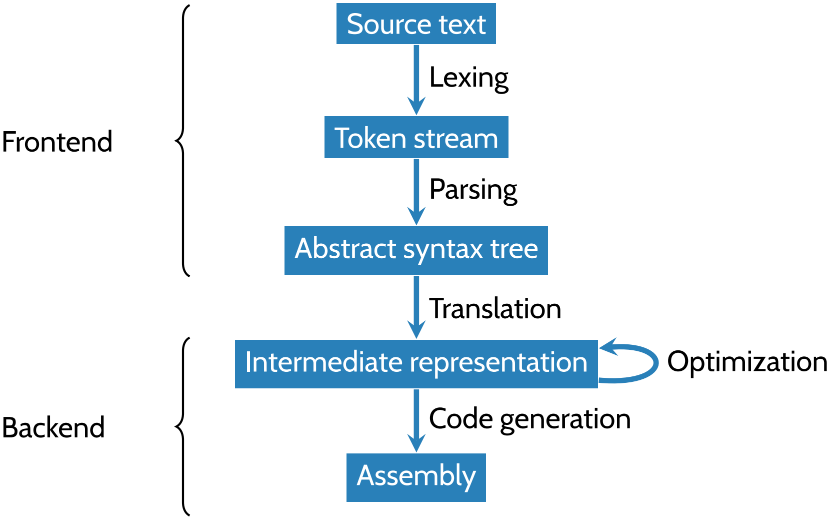
int main(int argc, char *argv[]) {
  printf(”factorial(6)␣=␣%d\n”, factorial(6));
}
```

```
factorial:
    movl    $1, %rax
    cmpq    $2, %rdi
    jl      .LBB0_2
.LBB0_1:
    imulq   %rdi, %rax
    decq    %rdi
    cmpq    $1, %rdi
    jg      .LBB0_1
.LBB0_2:
    retq

main:
    movl    $.str, %rdi
    movl    $720, %rsi
    callq   printf
    retq

.globl  .str
.str:
    .asciz  "Factorial is %ld\n"
```

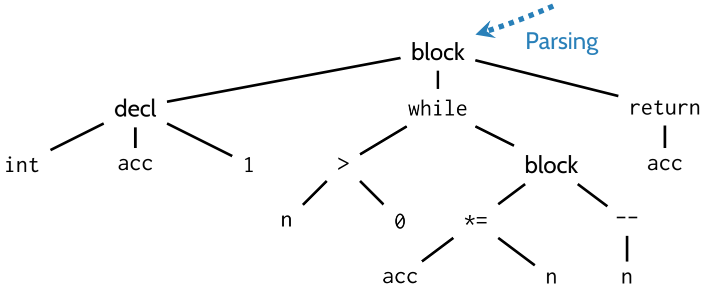
Compiler phases (simplified)

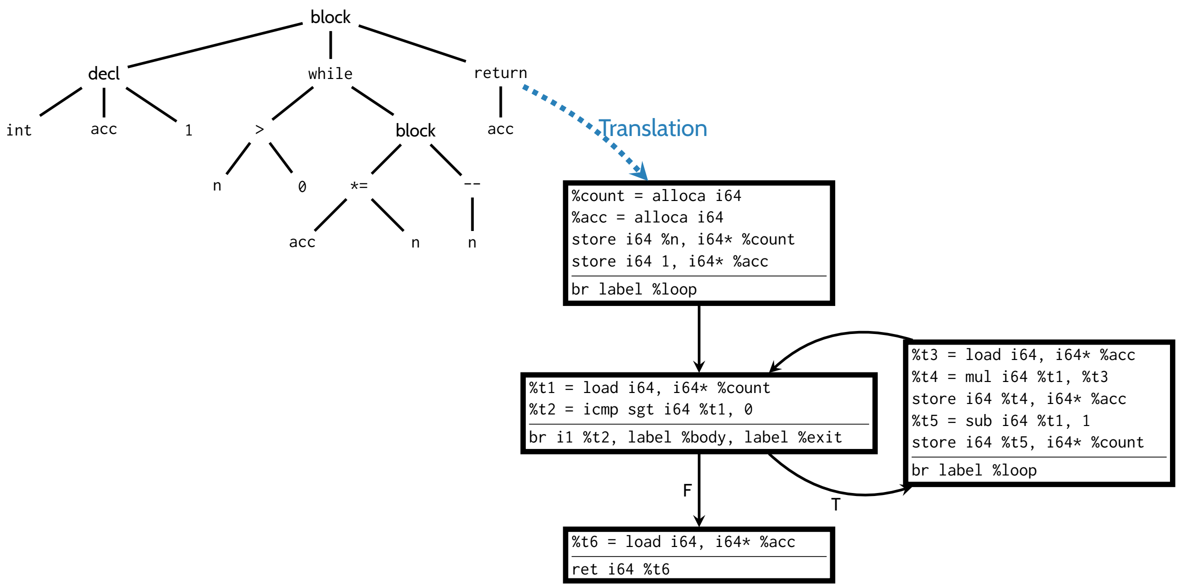


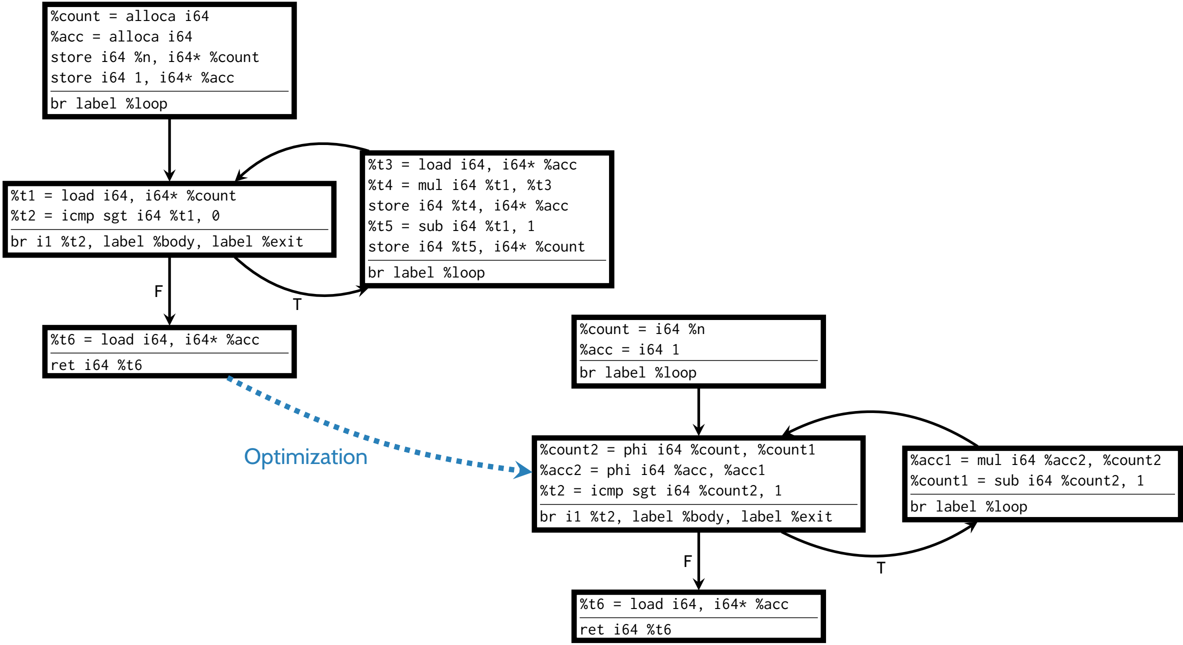
```
int acc = 1;
while (n > 0) {
  acc *= n;
  n --;
}
return acc;
```

Lexing

```
INT, IDENT "acc", EQUAL, INT 1, SEMI,
WHILE, LPAREN, IDENT "n", GT, INT 0, RPAREN, LBRACE,
IDENT "acc", TIMESEQUAL, IDENT "n", SEMI,
IDENT "n", DECREMENT, SEMI,
LBRACE
RETURN, IDENT "acc", SEMI
```




block
decl
while
return
int
acc
1
>
block
acc
n
0
*=
--
acc
n
n
Translation
%count = alloca i64
%acc = alloca i64
store i64 %n, i64* %count
store i64 1, i64* %acc
br label %loop
%t1 = load i64, i64* %count
%t2 = icmp sgt i64 %t1, 0
br i1 %t2, label %body, label %exit
%t3 = load i64, i64* %acc
%t4 = mul i64 %t1, %t3
store i64 %t4, i64* %acc
%t5 = sub i64 %t1, 1
store i64 %t5, i64* %count
br label %loop
F
T
%t6 = load i64, i64* %acc
ret i64 %t6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store i64 1, i64* %acc
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store i64 %t5, i64* %count
br label %loop
F
T
%t6 = load i64, i64* %acc
ret i64 %t6
Optimization
%count = i64 %n
%acc = i64 1
br label %loop
%count2 = phi i64 %count, %count1
%acc2 = phi i64 %acc, %acc1
%t2 = icmp sgt i64 %count2, 1
br i1 %t2, label %body, label %exit
%acc1 = mul i64 %acc2, %count2
%count1 = sub i64 %count2, 1
br label %loop
F
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%t6 = load i64, i64* %acc
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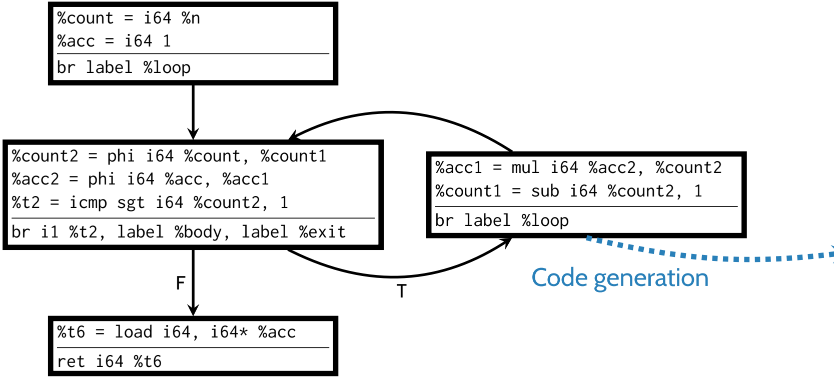


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        jl      .LBBO_2
.LBBO_1:
        imulq   %rdi, %rax
        decq    %rdi
        cmpq    $1, %rdi
        jg      .LBBO_1
.LBBO_2:
        retq
```

COS320 assignments

By the end of the course, you will build (in OCaml) a complete compiler from a high-level type-safe language (“Oat”) to a subset of x86 assembly.

- HW1: X86lite interpreter
- HW2: LLVMlite compiler
- HW3: Lexing, Parsing, simple compilation
- HW4: Higher-level Features
- HW5: Analysis and Optimizations

We will use the assignments from Penn’s CIS 341, provided by Steve Zdancevic.

OCaml


modern
in ML
appel
modern
in C
appel
modern
compiler
implementation
in Java
andrew w. appel

- Why OCaml?
  - Algebraic data types + pattern matching are *very* convenient features for writing compilers
- OCaml is a *functional* programming language
  - *Imperative* languages operate by mutating data
  - *Functional* languages operate by producing new data
- OCaml is a *typed* language
  - Contracts on the values produced and consumed by each expression
  - Types are (for the most part) *automatically inferred*.
    - Good style to write types for top-level definitions

- Next week's lecture: x86lite
    - Simple subset of x86 (~20 instructions)
    - Suitable as a compilation target for Oat
- HW1 on course webpage. Due Feb 18
    - You will implement:
        - A simulator for X86lite machine code
        - An assembler
        - A loader
    - You may work individually or in pairs