

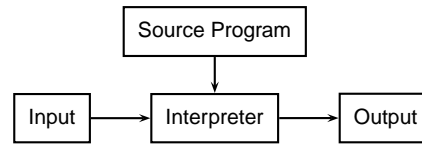
Language Processors

COMS W4115

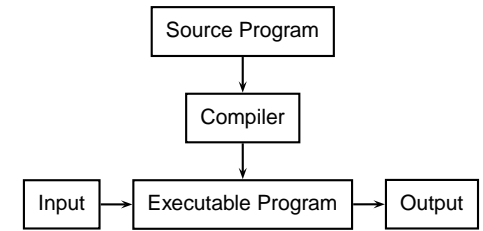
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Spring 2003

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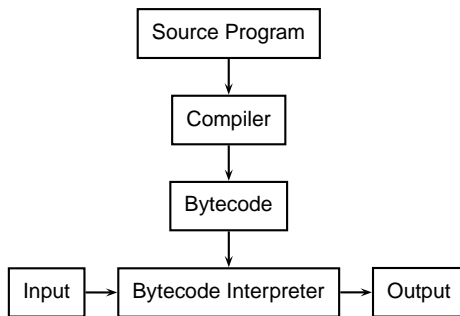
Interpreter



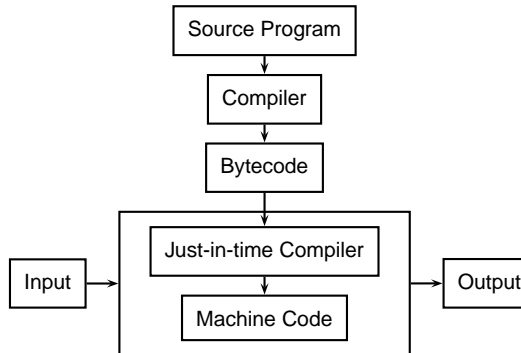
Compiler



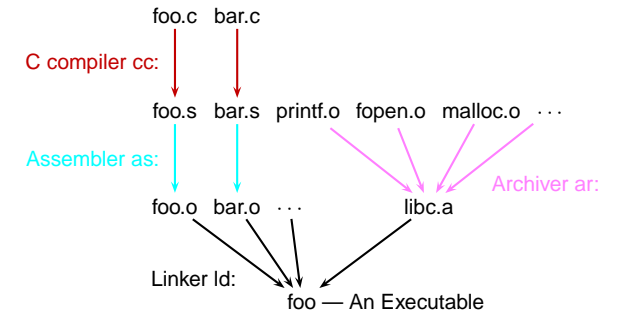
Bytecode Interpreter



Just-in-time Compiler



Separate Compilation



Preprocessor

"Messages" the input before the compiler sees it.

- Macro expansion
- File inclusion
- Conditional compilation

The C Preprocessor

```

#include <stdio.h>
#define min(x, y) \
    ((x)<(y))?(x):(y)
#ifdef DEFINE_BAZ
int baz();
#endif
void foo()
{
    int a = 1;
    int b = 2;
    int c;
    c = min(a,b);
}

cc -E example.c gives
extern int
printf(char*,...);
... many more declarations
from stdio.h

void foo()
{
    int a = 1;
    int b = 2;
    int c;
    c = ((a)<(b))?(a):(b);
}
  
```

Compiling a Simple Program

```

int gcd(int a, int b)
{
    while (a != b) {
        if (a > b) a -= b;
        else b -= a;
    }
    return a;
}
  
```

What the Compiler Sees

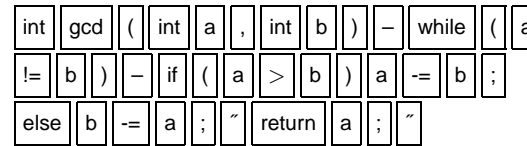
```
int gcd(int a, int b)
{
  while (a != b) {
    if (a > b) a -= b;
    else b -= a;
  }
  return a;
}
```

```
i n t s p g c d ( i n t s p a , s p i
n t s p b ) n l { n l s p s p w h i l e s p
( a s p ! = s p b ) s p { n l s p s p s p i
f s p ( a s p > s p b ) s p a s p - = s p b
; n l s p s p s p e l s e s p b s p - = s p
a ; n l s p s p } n l s p s p r e t u r n s p
a ; n l } n l
```

Text file is a sequence of characters

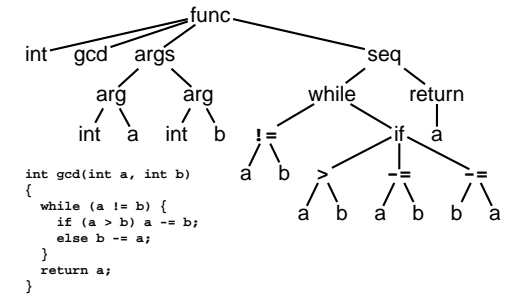
Lexical Analysis Gives Tokens

```
int gcd(int a, int b)
{
  while (a != b) {
    if (a > b) a -= b;
    else b -= a;
  }
  return a;
}
```



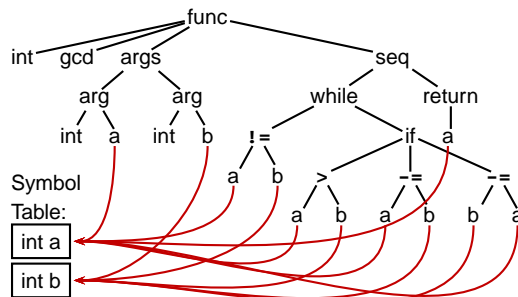
A stream of tokens. Whitespace, comments removed.

Parsing Gives an AST



Abstract syntax tree built from parsing rules.

Semantic Analysis Resolves Symbols



Types checked; references to symbols resolved

Translation into 3-Address Code

```
L0: sne $1, a, b
    seq $0, $1, 0
    btrue $0, L1 % while (a != b)
    s1 $3, b, a
    seq $2, $3, 0
    btrue $2, L4 % if (a < b)
    sub a, a, b % a -= b
    jmp L5
L4: sub b, b, a % b -= a
L5: jmp L0
L1: ret a
```

```
int gcd(int a, int b)
{
  while (a != b) {
    if (a > b) a -= b;
    else b -= a;
  }
  return a;
}
```

Idealized assembly language w/ infinite registers

Generation of 80386 Assembly

```
gcd:  pushl %ebp                % Save frame pointer
      movl %esp,%ebp
      movl 8(%ebp),%eax        % Load a from stack
      movl 12(%ebp),%edx      % Load b from stack
.L8:  cmpl %edx,%eax
      je .L3                  % while (a != b)
      jle .L5                 % if (a < b)
      subl %edx,%eax          % a -= b
      jmp .L8
.L5:  subl %eax,%edx          % b -= a
      jmp .L8
.L3:  leave                    % Restore SP, BP
      ret
```