

Compiler

Derek Beng Kee Kiong

Introduction to Compilers and Language Design Douglas Thain,2019-07-24 A compiler translates a program written in a high level language into a program written in a lower level language. For students of computer science, building a compiler from scratch is a rite of passage: a challenging and fun project that offers insight into many different aspects of computer science, some deeply theoretical, and others highly practical. This book offers a one semester introduction into compiler construction, enabling the reader to build a simple compiler that accepts a C-like language and translates it into working X86 or ARM assembly language. It is most suitable for undergraduate students who have some experience programming in C, and have taken courses in data structures and computer architecture.

Modern Compiler Implementation in C Andrew W. Appel,2004-07-08 This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for a two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

Compilers: Principles, Techniques and Tools (for VTU) ,2007

Engineering a Compiler Keith Cooper,Linda Torczon,2011-01-18 This entirely revised second edition of Engineering a Compiler is full of technical updates and new material covering the latest developments in compiler technology. In this comprehensive text you will learn important techniques for constructing a modern compiler. Leading educators and researchers Keith Cooper and Linda Torczon combine basic principles with pragmatic insights from their experience building state-of-the-art compilers. They will help you fully understand important techniques such as compilation of imperative and object-oriented languages, construction of static single assignment forms, instruction scheduling, and graph-coloring register allocation. In-depth treatment of algorithms and techniques used in the front end of a modern compiler Focus on code optimization and code generation, the primary areas of recent research and development Improvements in presentation including conceptual overviews for each chapter, summaries and review questions for sections, and prominent placement of definitions for new terms Examples drawn from several different programming languages

Crafting Interpreters Robert Nystrom,2021-07-27 Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying compilers class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from main(), you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that you thoroughly understand because you wrote each one yourself.

Compiler Construction Niklaus Wirth,1996 A refreshing antidote to heavy theoretical tomes, this book is a concise, practical guide to modern compiler design and construction by an acknowledged master. Readers are taken step-by-step through each stage of compiler design, using the simple yet powerful method of recursive descent to create a compiler for Oberon-0, a subset of the author's Oberon language. A disk provided with the book gives full listings of the Oberon-0 compiler and associated tools. The hands-on, pragmatic approach makes the book equally attractive for project-oriented courses in compiler design and for software engineers wishing to develop their skills in system software.

Introduction to Compiler Design Torben Ægidius Mogensen,2017-10-29 The second edition of this textbook has been fully revised and adds material about loop optimisation, function call optimisation and dataflow analysis. It presents techniques for making realistic compilers for simple programming languages, using techniques that are close to those used in real compilers, albeit in places slightly simplified for presentation purposes. All phases required for translating a high-level language to symbolic machine language are covered, including lexing, parsing, type checking, intermediate-code generation, machine-code generation, register allocation and optimisation, interpretation is covered briefly. Aiming to be neutral with respect to implementation languages, algorithms are presented in pseudo-code rather than in any specific programming language, but suggestions are in many cases given for how these can be realised in different language flavours. Introduction to Compiler Design is intended for an introductory course in compiler design, suitable for both undergraduate and graduate courses depending on which chapters are used.

Compiler Technology Derek Beng Kee Kiong,2012-12-06 Compiler technology is fundamental to computer science since it provides the means to implement many other tools. It is interesting that, in fact, many tools have a compiler framework - they accept input in a particular format, perform some processing and present output in another format. Such tools support the abstraction process and are crucial to productive systems development. The focus of Compiler Technology: Tools, Translators and Language Implementation is to enable quick development of analysis tools. Both lexical scanner and parser generator tools are provided as supplements to this book, since a hands-on approach to experimentation with a toy implementation aids in understanding abstract topics such as parse-trees and parse conflicts. Furthermore, it is through hands-on exercises that one discovers the particular intricacies of language implementation. Compiler Technology: Tools, Translators and Language Implementation is suitable as a textbook for an undergraduate or graduate level course on compiler technology, and as a reference for researchers and practitioners interested in compilers and language implementation.

Modern Compiler Design Dick Grune,Kees van Reeuwijk,Henri E. Bal,Ceriel J.H. Jacobs,Koen Langendoen,2012-07-20 Modern Compiler Design makes the topic of compiler design more accessible by focusing on principles and techniques of wide application. By carefully distinguishing between the essential (material that has a high chance of being useful) and the incidental (material that will be of benefit only in exceptional cases) much useful information was packed in this comprehensive volume. The student who has finished this book can expect to understand the workings of and add to a language processor for each of the modern paradigms, and be able to read the literature on how to proceed. The first provides a firm basis, the second potential for growth.

Modern Compiler Implementation in ML Andrew W. Appel,2004-07-08 This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

Compiler Generators Mads Tofte, 2012-12-06 The Origin of this monograph is a course entitled Semantics directed Compiler Generation which Professor Neil D. Jones gave in 1982 at Copenhagen University, where I was a student at the time. In this course, he described a compiler generator, called CERES, which he was developing. I immediately felt attracted to the unusual combination of mathematical reasoning about compilers and the small intricate building blocks that made up the running system. As I came to understand the system I discovered that within the existing mathematical framework one could express compiler generation as a special case of compilation; this led to a specification of a compiler generator which was bootstrapped on itself resulting in a machine-generated compiler generator. The purpose of this monograph is to describe the CERES system we produced in 1983-84 and compare it with other systems, including more recent ones. Also, it is as relevant today as it was then to discuss the role of compiler generators as an aid in the design and implementation of programming languages; this I do in Chap. 5. This monograph is a strongly revised version of the original.

PRINCIPLES OF COMPILER DESIGN M. Ganaga Durga, T. G. Manikumar, 2019-06-06 This book describes the concepts and mechanism of compiler design. The goal of this book is to make the students experts in compiler's working principle, program execution and error detection. This book is modularized on the six phases of the compiler namely lexical analysis, syntax analysis and semantic analysis which comprise the analysis phase and the intermediate code generator, code optimizer and code generator which are used to optimize the coding. Any program efficiency can be provided through our optimization phases when it is translated for source program to target program. To be useful, a textbook on compiler design must be accessible to students without technical backgrounds while still providing substance comprehensive enough to challenge more experienced readers. This text is written with this new mix of students in mind. Students should have some knowledge of intermediate programming, including such topics as system software, operating system and theory of computation.

A Compiler Generator William Marshall McKeeman, James J. Horning, David B. Wortman, 1970 Language and the computer; The description of translators; The description of languages; Translation: The association of form and meaning; canonical parsing algorithms; The construction of parsing decision tables; The language XPL; Programming in BNF; XCOM: A self-compiling compiler; Skeleton: A proto-compiler; Analyzer: A grammar analysis and table-building program.

Learn LLVM 17 Kai Nacke, Amy Kwan, 2024-01-12 Learn how to build and use the complete spectrum of real-world compilers, including the frontend, optimization pipeline, and a new backend by leveraging the power of LLVM core libraries Key Features Get to grips with using LLVM libraries step by step Understand the high-level design of LLVM compilers and apply these principles to your own compiler Add a new backend to target an unsupported CPU architecture Purchase of the print or Kindle book includes a free PDF eBook Book Description LLVM was built to bridge the gap between the theoretical knowledge found in compiler textbooks and the practical demands of compiler development. With a modular codebase and advanced tools, LLVM empowers developers to build compilers with ease. This book serves as a practical introduction to LLVM, guiding you progressively through complex scenarios and ensuring that you navigate the challenges of building and working with compilers like a pro. The book starts by showing you how to configure, build, and install LLVM libraries, tools, and external projects. You'll then be introduced to LLVM's design, unraveling its applications in each compiler stage: frontend, optimizer, and backend. Using a real programming language subset, you'll build a frontend, generate LLVM IR, optimize it through the pipeline, and generate machine code. Advanced chapters extend your expertise, covering topics such as extending LLVM with a new pass, using LLVM tools for debugging, and enhancing the quality of your code. You'll also focus on just-in-time compilation issues and the current state of JIT-compilation support with LLVM. Finally, you'll develop a new backend for LLVM, gaining insights into target description and how instruction selection works. By the end of this book, you'll have hands-on experience with the LLVM compiler development framework through real-world examples and source code snippets. What you will learn Configure, compile, and install the LLVM framework Understand how the LLVM source is organized Discover what you need to do to use LLVM in your own projects Explore how a compiler is structured, and implement a tiny compiler Generate LLVM IR for common source language constructs Set up an optimization pipeline and tailor it for your own needs Extend LLVM with transformation passes and clang tooling Add new machine instructions and a complete backend Who this book is for This book is for compiler developers, enthusiasts, and engineers new to LLVM. C++ software engineers looking to use compiler-based tools for code analysis and improvement, as well as casual users of LLVM libraries who want to gain more knowledge of LLVM essentials will also find this book useful. Intermediate-level experience with C++ programming is necessary to understand the concepts covered in this book.

Engineering a Compiler Keith Daniel Cooper, Linda Torczon, 2012 This entirely revised second edition of Engineering a Compiler is full of technical updates and new material covering the latest developments in compiler technology. In this comprehensive text you will learn important techniques for constructing a modern compiler. Leading educators and researchers Keith Cooper and Linda Torczon combine basic principles with pragmatic insights from their experience building state-of-the-art compilers. They will help you fully understand important techniques such as compilation of imperative and object-oriented languages, construction of static single assignment forms, instruction scheduling, and graph-coloring register allocation. In-depth treatment of algorithms and techniques used in the front end of a modern compiler Focus on code optimization and code generation, the primary areas of recent research and development Improvements in presentation including conceptual overviews for each chapter, summaries and review questions for sections, and prominent placement of definitions for new terms Examples drawn from several different programming languages

Compiler Design Using FLEX and YACC VINU V. DAS, 2007-06-28 This book is a comprehensive practical guide to the design, development, programming, and construction of compilers. It details the techniques and methods used to implement the different phases of the compiler with the help of FLEX and YACC tools. The topics in the book are systematically arranged to help students understand and write reliable programs in FLEX and YACC. The uses of these tools are amply demonstrated through more than a hundred solved programs to facilitate a thorough understanding of theoretical implementations discussed. KEY FEATURES I Discusses the theory and format of Lex specifications and describes in detail the features and options available in FLEX. I Emphasizes the different YACC programming strategies to check the validity of the input source program. I Includes detailed discussion on construction of different phases of compiler such as Lexical Analyzer, Syntax Analyzer, Type Checker, Intermediate Code Generation, Symbol Table, and Error Recovery. I Discusses the Symbol Table implementation—considered to be the most difficult phase to implement—in an utmost simple manner with examples and illustrations. I Emphasizes Type Checking phase with illustrations. The book is primarily designed as a textbook to serve the needs of B.Tech. students in computer science and engineering as well as those of MCA students for a course in Compiler Design Lab.

A Retargetable C Compiler Christopher W. Fraser, David R. Hanson, 1995 This book brings a unique treatment of compiler design to the professional who seeks an in-depth examination of a real-world compiler. Chris Fraser of AT & T Bell Laboratories and David Hanson of Princeton University codeveloped lcc, the retargetable ANSI C compiler that is the focus of this book. They provide complete source code for lcc; a target-independent front end and three target-dependent back ends are packaged as a single program designed to run on three different platforms. Rather than transfer code into a text file, the book and the compiler itself are generated from a single source to ensure accuracy.

Trustworthy Compilers Vladimir O. Safonov, 2010-02-09 This unique guide book explains and teaches the concept of trustworthy compilers based on 50+ years of worldwide experience in the area of compilers, and on the author's own 30+ years of expertise in development and teaching compilers. It covers the key topics related to compiler development as well as compiling methods not thoroughly covered in other books. The book also reveals many state-of-the-art compiler development tools and personal experience of their use in research projects by the author and his team. Software engineers of commercial companies and undergraduate/graduate students will benefit from this guide.

Compiler Construction Using Java, JavaCC, and Yacc Anthony J. Dos Reis, 2012-02-28 Broad in scope, involving theory, the application of that theory, and programming technology, compiler construction is a

moving target, with constant advances in compiler technology taking place. Today, a renewed focus on do-it-yourself programming makes a quality textbook on compilers, that both students and instructors will enjoy using, of even more vital importance. This book covers every topic essential to learning compilers from the ground up and is accompanied by a powerful and flexible software package for evaluating projects, as well as several tutorials, well-defined projects, and test cases.

Compiler Design Reinhard Wilhelm,Helmut Seidl,2010-11-10 While compilers for high-level programming languages are large complex software systems, they have particular characteristics that differentiate them from other software systems. Their functionality is almost completely well-defined – ideally there exist complete precise descriptions of the source and target languages, while additional descriptions of the interfaces to the operating system, programming system and programming environment, and to other compilers and libraries are often available. The implementation of application systems directly in machine language is both difficult and error-prone, leading to programs that become obsolete as quickly as the computers for which they were developed. With the development of higher-level machine-independent programming languages came the need to offer compilers that were able to translate programs into machine language. Given this basic challenge, the different subtasks of compilation have been the subject of intensive research since the 1950s. This book is not intended to be a cookbook for compilers, instead the authors' presentation reflects the special characteristics of compiler design, especially the existence of precise specifications of the subtasks. They invest effort to understand these precisely and to provide adequate concepts for their systematic treatment. This is the first book in a multivolume set, and here the authors describe what a compiler does, i.e., what correspondence it establishes between a source and a target program. To achieve this the authors specify a suitable virtual machine (abstract machine) and exactly describe the compilation of programs of each source language into the language of the associated virtual machine for an imperative, functional, logic and object-oriented programming language. This book is intended for students of computer science. Knowledge of at least one imperative programming language is assumed, while for the chapters on the translation of functional and logic programming languages it would be helpful to know a modern functional language and Prolog. The book is supported throughout with examples, exercises and program fragments.

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one way latency of 50 msec

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