

Language Processors

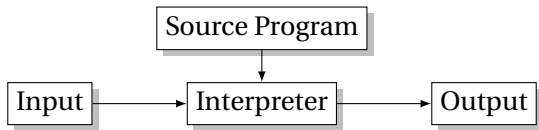
Stephen A. Edwards

Columbia University

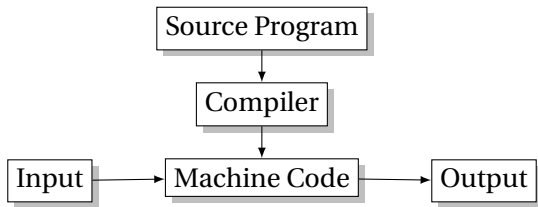
Summer 2013



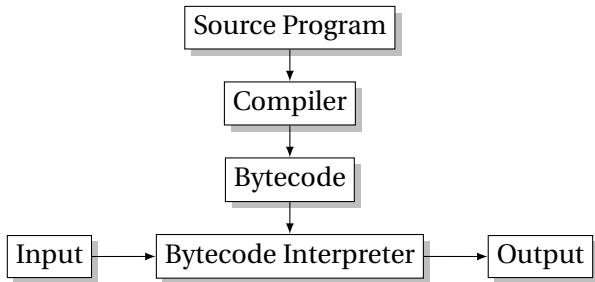
Interpreter



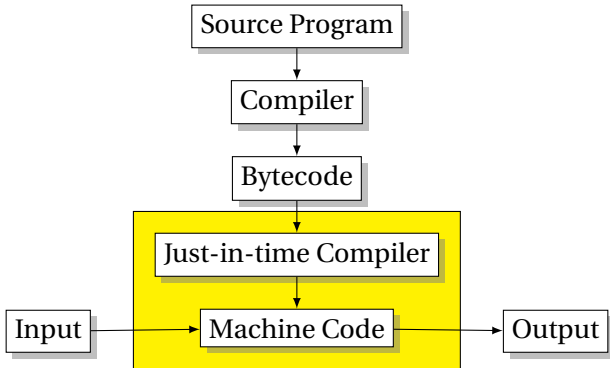
Compiler



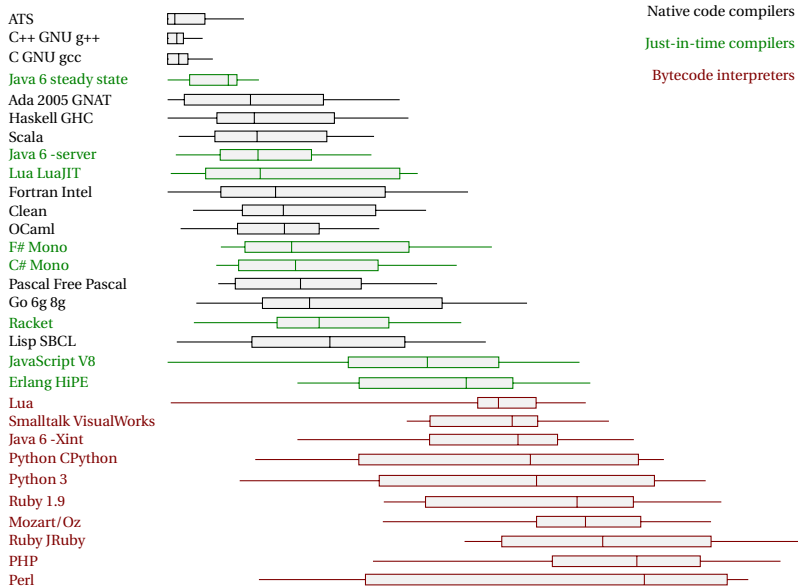
Bytecode Interpreter



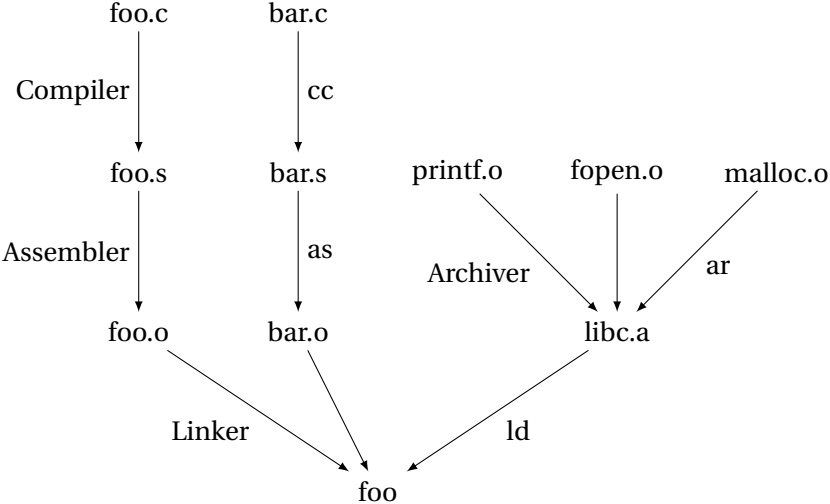
Just-In-Time Compiler



Language Speeds Compared



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 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

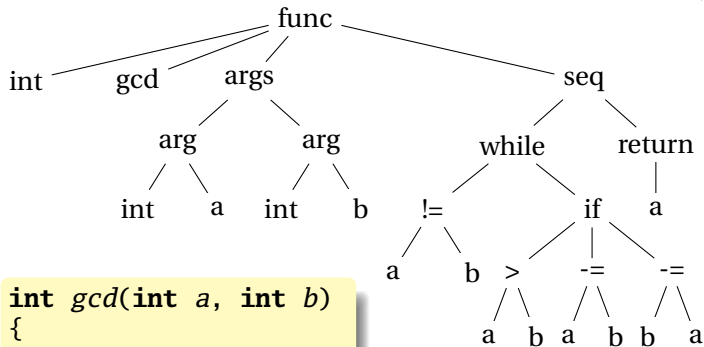
```
int gcd(int a, int b)
{
  while (a != b) {
    if (a > b) a -= b;
    else b -= a;
  }
  return a;
}
```



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

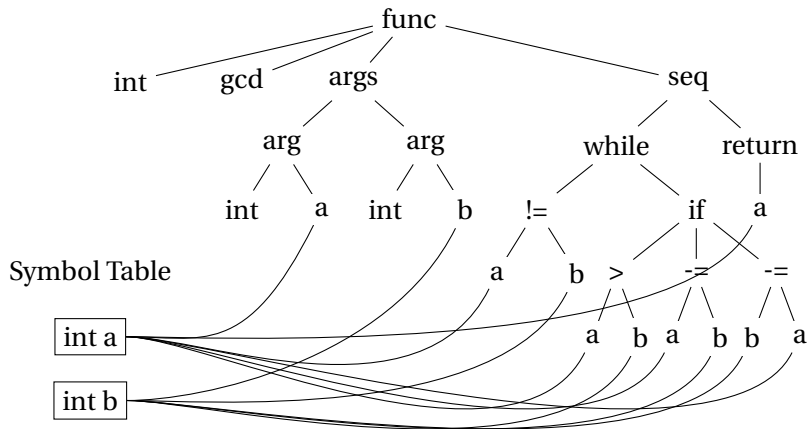
A stream of tokens. Whitespace, comments removed.

Parsing Gives an Abstract Syntax Tree



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

Semantic Analysis Resolves Symbols and Checks Types



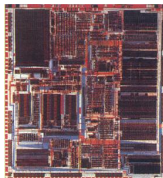
Translation into 3-Address Code

```
L0: sne    $1,  a,  b
     seq    $0, $1, 0
     btrue  $0, L1    # while (a != b)
     sl     $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 BP
      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
```