A Basic Compiler

- At a fundamental level compilers can be understood as processors that match AST patterns of the source language and translate them into patterns in the target language.
- Here we will look at a basic compiler that translates Cuppa1 programs into exp1bytecode.
A Basic Compiler

program : stmt_list

stmt_list : stmt stmt_list  
           | empty

stmt : ID '=' exp opt_semi
     | GET ID opt_semi
     | PUT exp opt_semi
     | WHILE '(' exp ')' stmt
     | IF '(' exp ')' stmt opt_else
     | '{' stmt_list '}'

opt_else : ELSE stmt
          | empty

opt_semi : ';'  
          | empty

exp : exp PLUS exp
     | exp MINUS exp
     | exp TIMES exp
     | exp DIVIDE exp
     | exp EQ exp
     | exp LE exp
     | INTEGER
     | ID
     | '(' exp ')'  
     | MINUS exp %prec UMINUS
     | NOT exp

instr_list : labeled_instr instr_list
           | empty

labeled_instr : label_def instr

label_def : NAME '::'
           | empty

instr : PRINT exp ';'
      | INPUT NAME ';'
      | STORE NAME exp ';'
      | JUMPT exp label ';'
      | JUMPF exp label ';'
      | JUMP label ';'
      | STOP ';'
      | NOOP ';

exp : '+' exp exp
     | '-' exp exp
     | '-' exp
     | '*' exp exp
     | '/' exp exp
     | EQ exp exp
     | LE exp exp
     | '!' exp
     | '(' exp ')'  
     | var
     | NUMBER

label : NAME
var : NAME
A Basic Compiler

- Consider for example the AST pattern for the assignment statement in Cuppa1,
  - ('assign', name, exp)
- We could easily envision translating this AST pattern into a pattern in Exp1bytecode as follows,
  - store <name> <exp>;
- where <name> and <exp> are the appropriate translations of the variable name and the assignment expression from Cuppa1 into Exp1bytecode.
A Basic Compiler

- In our case it is not that difficult to come up with pattern translations for all the non-structured statements and expressions in Cuppa1.

- For all the non-structured statements we have the pattern translations,
  - ('assign', name, exp) => store <name> <exp>;
  - ('put', exp) => print <exp>;
  - ('get', name) => input <name>;
A Basic Compiler

- And for the expressions we have,
  - ('+', c1, c2) => ('+' <c1> <c2>)
  - ('-', c1, c2) => ('-' <c1> <c2>)
  - ('*', c1, c2) => ('*' <c1> <c2>)
  - ('/', c1, c2) => ('/' <c1> <c2>)
  - ('==', c1, c2) => ('==' <c1> <c2>)
  - ('<=', c1, c2) => ('<= ' <c1> <c2>)
  - ('id', name) => <name>
  - ('integer', value) => <value>
  - ('uminus', value) => - <value>
  - ('not', value) => ! <value>
A Basic Compiler

- One way to translate the AST pattern for the while loop into a code pattern in Exp1bytecode is,

  ```
  ('while', cond, body) => Ltop:
      jumpF <cond> Lbottom;
      <body>
      jump Ltop;
  Lbottom:
      noop;
  ```

- Note that we have to “simulate” the behavior of the Cuppa1 “while” loop with jump statements in Exp1bytecode.
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- We can do something similar with if-then statements,

```plaintext
('if', cond, then_stmt, ('nil',)) =>
  jumpF <cond> Lbottom;
  <then_stmt>
  Lbottom:
  noop;
```

- Finally, adding the else-statement to the if-then statement we have,

```plaintext
('if', cond, then_stmt, else_stmt) =>
  jumpF <cond> Lelse;
  <then_stmt>
  jump Lbottom;
  Lelse:
  <else_stmt>
  Lbottom:
  noop;
```
A Basic Compiler

- One thing to keep in mind is the notion of *target pattern compositionality*.
- By that we mean that any target language patterns generated from the same class of AST patterns should be able to be composed,
  - Any one of the Exp1bytecode patterns due to statements in Cuppa1 should be able to be composed with any other Exp1bytecode pattern due to a statement without ever generating incorrect target code.
  - The same thing is true for Exp1bytecode patterns generated from Cuppa1 expressions.

See the ‘noop’ instructions at the end of the target patterns for ‘while’, ‘if-then’, and ‘if-then-else’.
A Basic Compiler Architecture

- Our basic compiler consists of:
  - The Cuppa1 frontend
  - A code generation tree walker
Recall that the Cuppa1 frontend generates an AST for a source program,

```
In [2]:
from cuppal_lex import lexer
from cuppal_frontend_gram import parser
from cuppal_state import state
from grammar_stuff import dump_AST

In [3]:
program = 
    ...:
get x
x = x + 1
put x
    ...
parser.parse(program, lexer=lexer)
```

We can easily apply our pattern translations to generate Exp1bytecode:
The code generator for our compiler is a tree walker that walks the Cuppa1 AST and for each AST pattern that appears in a pattern translation rule it will generate the corresponding target code.

Cuppa1 statement patterns will generate Exp1bytecode instructions on a list and Cuppa1 expression patterns will generated Exp1bytecode expressions returned as strings.

The reason for this will become clear later when we look at optimizations in this compiler.
Recall the pattern translation,

- ('get', name) => input <name>;

The codegen tree walker has a function for that,

```python
def get_stmt(node):
    (GET, name) = node
    assert_match(GET, 'get')
    code = [(‘input’, name)]
    return code
```

Even though the translation rule for the get statement demands that we also generate the semicolon as part of the translation, we delay this until we generate the actual machine instructions.

We use Python’s ability to do pattern matching on tuples!
Codegen

- Recall the pattern translation,
  - ('assign', name, exp) => store <name> <exp>;
- The codegen tree walker has a function for that,

```python
def assign_stmt(node):
    (ASSIGN, name, exp) = node
    assert_match(ASSIGN, 'assign')

    exp_code = walk(exp)

    code = [('store', name, exp_code)]

    return code
```
**Codegen**

- Recall the pattern translation,

  ```python
  ('while', cond, body) => Ltop:
      jumpF <cond> Lbottom;
      <body>
      jump Ltop;
  Lbottom:
      noop;
  ```

- The codegen tree walker has a function for that,

  ```python
def while_stmt(node):
    (WHILE, cond, body) = node
    assert_match(WHILE, 'while')

    top_label = label()
    bottom_label = label()
    cond_code = walk(cond)
    body_code = walk(body)

    code = [(top_label + ':',)]
    code += [('jumpF', cond_code, bottom_label)]
    code += body_code
    code += [('jump', top_label)]
    code += [(bottom_label + ':',)]
    code += [('noop',)]

    return code
  ```
Recall the pattern translation for binops,

\[
\begin{align*}
'+', \ c1, \ c2 \Rightarrow ('+ \ <c1> \ <c2>) \\
'\-', \ c1, \ c2 \Rightarrow ('- \ <c1> \ <c2>) \\
'*', \ c1, \ c2 \Rightarrow ('* \ <c1> \ <c2>) \\
'/', \ c1, \ c2 \Rightarrow ('/ \ <c1> \ <c2>) \\
'==', \ c1, \ c2 \Rightarrow ('== \ <c1> \ <c2>) \\
'<=', \ c1, \ c2 \Rightarrow ('<= \ <c1> \ <c2>)
\end{align*}
\]

The codegen tree walker has a function for that,

```python
def binop_exp(node):

    (OP, c1, c2) = node
    if OP not in ['+', '-', '*', '/', '==', '<=']:
        raise ValueError("pattern match failed on " + OP)

    lcode = walk(c1)
    rcode = walk(c2)

    code = ' ( ' + OP + ' ' + lcode + ' ' + rcode + ' ) ' 

    return code
```
What remains to be looked at is how the tree walker deals with Seq nodes since they act as the glue between the statements in the AST we saw above.

Related to this is how the walker deals with Nil nodes in a statement sequence since Seq sequences are Nil terminated.

def seq(node):
    (SEQ, s1, s2) = node
    assert_match(SEQ, 'seq')
    stmt = walk(s1)
    lst = walk(s2)
    return stmt + lst

def nil(node):
    (NIL,) = node
    assert_match(NIL, 'nil')
    return []
```python
def walk(node):
    node_type = node[0]

    if node_type in dispatch_dict:
        node_function = dispatch_dict[node_type]
        return node_function(node)
    else:
        raise ValueError("walk: unknown tree node type: " + node_type)

# a dictionary to associate tree nodes with node functions
dispatch_dict = {
    'seq' : seq,
    'nil' : nil,
    'assign' : assign_stmt,
    'get' : get_stmt,
    'put' : put_stmt,
    'while' : while_stmt,
    'if' : if_stmt,
    'block' : block_stmt,
    'integer' : integer_exp,
    'id' : id_exp,
    'uminus' : uminus_exp,
    'not' : not_exp,
    'paren' : paren_exp,
    '+' : binop_exp,
    '-' : binop_exp,
    '*' : binop_exp,
    '/' : binop_exp,
    '==' : binop_exp,
    '<=' : binop_exp
}
```
Running Codegen

Consider our AST:

```
(seq
  (get x)
  (seq
    (assign x
      (+
        (id x)
        (integer 1))))
  (seq
    (put
      (id x))
    (nil)))))
```

Generated instruction list:

```
[('input', 'x'),
 ('store', 'x', '(+ x 1)'),
 ('print', 'x')]
```
def output(instr_stream):
    output_stream = ''
    for instr in instr_stream:
        if label_def(instr):  # label def - print without preceding \t or trailing ;
            output_stream += instr[0] + '\n'
        else:  # regular instruction - indent and put a ; at the end
            output_stream += '\t'
            for component in instr:
                output_stream += component + ' '  
            output_stream += ';\n'
    return output_stream

def label_def(instr_tuple):
    instr_name = instr_tuple[0]
    if instr_name[-1] == ':':
        return True
    else:
        return False

Convert the instruction tuple list into a printable target program.
Running the Phases of the Compiler

In [17]:
   from cuppal_lex import lexer
   from cuppal_frontend_gram import parser
   from cuppal_state import state
   from grammar_stuff import dump_AST
   from cuppal_cc_codegen import walk as codegen
   from cuppal_cc_output import output
   from pprint import pprint

Running the code generator,

In [20]:
   instr_tuples = codegen(state.AST)
   pprint(instr_tuples, width = 40)
   [('input', 'x'),
    ('store', 'x', '(+ x 1)'),
    ('print', 'x')]

Running the frontend,

In [18]:
   program = \n   \n   get x
   x = x + 1
   put x
   \n
In [19]:
   parser.parse(program, lexer=lexer)
   dump_AST(state.AST)

Running the output formatter,

In [21]:
   bytecode = output(instr_tuples)
   print(bytecode)
   input x ;
   store x (+ x 1) ;
   print x ;
Running the Phases of the Compiler

In [17]:
```python
from cuppal_lex import lexer
from cuppal_frontend_gram import parser
from cuppal_state import state
from grammar_stuff import dump_AST
from cuppal_cc_codegen import walk as codegen
from cuppal_cc_output import output
from pprint import pprint
```

In [22]:
```python
program = 'while (1) {}'
```

In [23]:
```python
parser.parse(program, lexer=lexer)
dump_AST(state.AST)
```

```python
(seq
  (while
   (integer 1)
   (block
    (nil))
  (nil))
```

In [24]:
```python
instr_tuples = codegen(state.AST)
pprint(instr_tuples, width = 40)
```

```python
[['L0:','),
  ('jumpF', '1', 'Ll'),
  ('jump', 'L0'),
  ('Ll:'),
  ('noop',)]
```

In [25]:
```python
bytecode = output(instr_tuples)
print(bytecode)
```

```python
L0:
jumpF 1 L1 ;
jump L0 ;
L1:
noop ;
```
Compilation vs Interpretation

### Compilation

```
In [1]:
# import compiler stuff
from cuppal_lex import lexer
from cuppal_frontend_gram import parser
from cuppal_state import state
from cuppal_cc_codegen import walk as codegen
from cuppal_cc_output import output

# import interpreter stuff
from cuppal_interp import interp as cuppal_interp
from explbytecode_interp import interp as bytecode_interp
```

```
In [2]:
# define a compiler function
def ccl(input_stream):
    parser.parse(input_stream, lexer=lexer)
    instr_tuples = codegen(state.AST) + [('stop',)]
    bytecode = output(instr_tuples)
    return bytecode
```

```
In [3]:
program = 
...
get x
x = x + 1
put x
...
```

```
In [5]:
bytecode = ccl(program)
print(bytecode)
```

```
input x;
store x (+ x 1);
print x;
stop;
```

```
In [6]:
bytecode_interp(bytecode)
```

```
Please enter a value for x: 3
> 4
```

### Interpretation

```
In [4]:
cuppainterp(program)
```

```
Value for x? 3
> 4
```
Compiler Correctness

- We now have two ways to execute a Cuppa1 program:
  - We can interpret the program directly with the Cuppa1 interpreter.
  - We can first translate the Cuppa1 program into Exp1 bytecode and then execute the bytecode in the abstract bytecode machine.

A compiler is *correct* if the translated program, when executed, gives the same results as the interpreted program.
Compiler Correctness

Diagram:
- Results from interpreting Cuppa1
- Interpreted Cuppa1 Source Program
- Compilation
- IR
- Results from interpreting Exp1bytecode
- Translated Exp1bytecode
- Interpretation
Assignment

- Assignment #6 – see webpage.