

Computer Language Processing (CS-320)

Viktor Kuncak, EPFL

<https://lara.epfl.ch/w/cc>

Computer Language Processing = ?

A **language** can be:

- ▶ natural language (English, French, ...)
- ▶ **computer language** (Scala, Java, C, SQL, ...)
- ▶ language used to write mathematical statements:
$$\forall \epsilon. \exists \delta. \forall x. (|x| < \delta \Rightarrow |f(x)| < \epsilon)$$

We can define languages mathematically as **sets of strings**

We can **process** languages: define algorithms working on strings

In this course we study algorithms to process computer languages

Interpreters and Compilers

We are particularly interested in processing general-purpose programming languages.

Two main approaches:

- ▶ interpreter: execute instructions while traversing the program (Python)
- ▶ compiler: traverse program, generate executable code to run later (Rust, C)

Portable compiler (Java, Scala, C#):

- ▶ compile (`javac`) to platform-independent **bytecode** (`.class`)
- ▶ use a combination of interpretation and compilation to run bytecode (`java`)
 - ▶ compile or interpret fast, determine important code fragments (inner loops)
 - ▶ **optimize** important code and swap it in for subsequent iterations

Compilers for Programming Languages

A typical compiler processes a Turing-complete programming language and translates it into the form where it can be efficiently executed (e.g. machine code).

Source code in a programming language

↓ compiler

machine code

- ▶ gcc, clang: map C into machine instructions
- ▶ Java compiler: map Java source into bytecodes (.class files)
- ▶ Just-in-time (JIT) compiler inside the Java Virtual Machine (JVM): translate .class files into machine instructions (while running the program)

Java compiler (javac) and JIT compiler (java)

```
class Counter {  
  public static void main(...) {  
    int i = 0; int j = 0;  
    while (i < 10) {  
      System.out.println(j);  
      i = i + 2;  
      j = j + 2*i + 1; }  
    }  
}
```

↓ javac -g

Counter.class bytecode

```
cafe babe 0000 0034  
0018 0a00 0500 0b09  
000c 000d 0a00 0e00  
0f07 0010 0700 1101
```

java
→

```
0  
5  
14  
27  
44
```

Inside a Java class file

```
class Counter {  
    public static void main(...) {  
        int i = 0; int j = 0;  
        while (i < 10) {  
            System.out.println(j);  
            i = i + 2;  
            j = j + 2*i + 1; }  
        }  
    }
```

↓ javac

Counter.class bytecode

```
cafe babe 0000 0034  
0018 0a00 0500 0b09  
000c 000d 0a00 0e00  
0f07 0010 0700 1101
```

javap -c
→

```
0:  iconst_0  
1:  istore_1  
2:  iconst_0  
3:  istore_2  
4:  iload_1  
5:  bipush 10  
7:  if_icmpge 32  
...  
21: iload_2  
22: iconst_2  
23: iload_1  
24: imul  
25: iadd  
26: iconst_1  
27: iadd  
28: istore_2  
29: goto 4  
32: return
```

Compilers are Important

Source code (e.g. Scala, Java, C, C++, Python)

- ▶ designed to be easy **for programmers** to use
- ▶ should correspond to way programmers think and help them be productive: avoid errors, write at a **higher level**, use abstractions, interfaces

Target code (e.g. x86, arm, JVM, .NET)

- ▶ designed **to efficiently run on hardware**
- ▶ low level
- ▶ fast to execute, low power use

Compilers **bridge these two worlds**

- ▶ essential for building complex, performant software

Some Skills and Knowledge Learned in the Course

- ▶ Develop a compiler for a functional language
 - ▶ Write a compiler from start to end
 - ▶ Generates Web Assembly
 - ▶ generated code runs in browser or in nodejs
- ▶ libraries (e.g. parsing combinators) to build compilers: using and making them
- ▶ Analyze complex text
- ▶ Automatically detecting errors in code:
 - ▶ type checking
 - ▶ abstract interpretation
- ▶ (byte)code generation
- ▶ Foundations: automata, regular expressions, grammars, parsing

Examples of the Use of This Knowledge

- ▶ understand how compilers work, use them and choose them better
- ▶ gain experience with building complex software
- ▶ build compiler for your next great language
- ▶ extend language with a new construct you need
- ▶ adapt existing compiler to new target platform
(e.g. embedded CPU or graphics processor)
- ▶ regular expression handling in editors and search tools
- ▶ analyze HTML pages
- ▶ process complex input boxes in your applications
(make own spreadsheet software, expression evaluators)
- ▶ process LaTeX, build computer algebra system or a proof assistant
- ▶ parse simple natural language fragments

Compilers Bridge the Source-Target Gap in Phases

characters

↓ lexical analyzer

words

↓ parser

trees

↓ name analyzer

graphs

↓ type checker

graphs

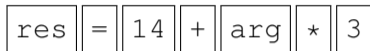
↓ intermediate code generator

intermediate code e.g. LLVM bitcode, JVM bytecode, Web Assembly

↓ JIT compiler or platform-specific back end

machine code

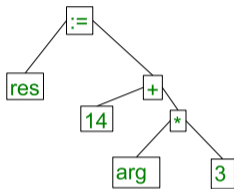
res = 14 + arg * 3



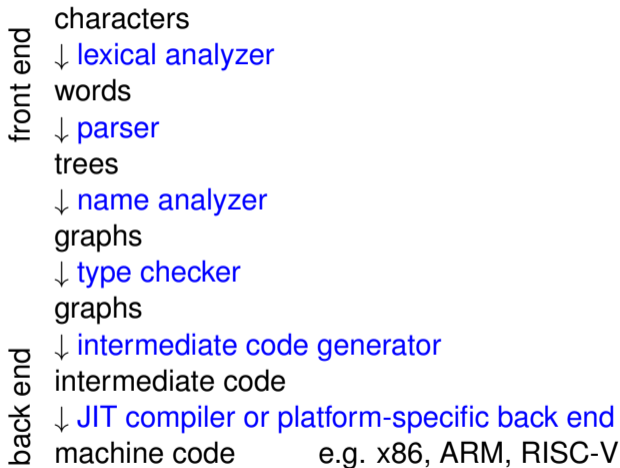
Assign(res, Plus(C(14), Times(V(arg),C(3))))

(variables mapped to declarations)

Assign(res:Int, Plus(C(14), Times(V(arg):Int,C(3)))):Unit



Front End and Back End



Benefits of modularity:

- ▶ do one thing in one phase
- ▶ swap different front-end:
add languages
(C or Rust, Java or Scala)
- ▶ swap different back-end:
add various architectures
(Linux on x86 and ARM)

Interpreters

characters

↓ lexical analyzer

words

↓ parser

trees ←————— program input

↓

program result

Comparison to a compiler:

- ▶ same front end: front end techniques apply to interpreters
- ▶ no back end: compute result using trees and graphs

Program Trees are Crucial for Interpreters and Compilers

We call a program tree **Abstract Syntax Tree** (AST)

- ▶ a language implementation today that does *not* use AST-s is a joke

Structure of trees:

- ▶ Nodes represent arithmetic operations, statements, blocks
- ▶ Leaves represent constants, variables, methods

Representation of trees:

- ▶ classes in object-oriented languages
- ▶ algebraic data types in functional languages like Haskell, ML

A Simple AST Definition in Scala

```
abstract class Expression  
case class C(n: Int) extends Expression // constant  
case class V(s: String) extends Expression // variable  
case class Plus(e1: Expression, e2: Expression) extends Expression  
case class Times(e1: Expression, e2: Expression) extends Expression
```

```
abstract class Statement  
case class Assign(id:String, e:Expression) extends Statement  
case class Block(s: List[Statement]) extends Statement
```

```
val program = Assign("res", Plus(C(14), Times(V("arg"),C(3))))
```

