6.035

Lecture 1: Introduction

Staff

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Reference Textbooks

- *Modern Compiler Implementation in Java (Tiger book)*
  A.W. Appel
  Cambridge University Press, 1998
  ISBN 0-52158-388-8

  A textbook tutorial on compiler implementation, including techniques for many language features

- *Advanced Compiler Design and Implementation (Whale book)*
  Steven Muchnick
  Morgan Kaufman Publishers, 1997
  ISBN 1-55860-320-4

  Essentially a recipe book of optimizations; very complete and suited for industrial practitioners and researchers.

- *Compilers: Principles, Techniques and Tools (Dragon book)*
  Aho, Lam, Sethi and Ullman
  Addison-Wesley, 2006
  ISBN 0321486811

  The classic compilers textbook, although its front-end emphasis reflects its age. New edition has more optimization material.

- *Engineering a Compiler (Ark book)*
  Keith D. Cooper, Linda Torczon
  Morgan Kaufman Publishers, 2003
  ISBN 1-55860-698-X

  A modern classroom textbook, with increased emphasis on the back-end and implementation techniques.

- *Optimizing Compilers for Modern Architectures*
  Randy Allen and Ken Kennedy
  Morgan Kaufman Publishers, 2001
  ISBN 1-55860-286-0

  A modern textbook that focuses on optimizations including parallelization and memory hierarchy optimization

The Project: The Five Segments

❶ Lexical and Syntax Analysis

❷ Semantic Analysis

❸ Code Generation

❹ Dataflow Analysis

❺ Optimizations

Each Segment...

- Segment Start
  - Project Description
- Lectures
  - 2 to 5 lectures
- Project Time
  - (Design Document)
  - (Project Checkpoint)
- Project Due

Project Groups

- 1st project is an individual project
- Projects 2 to 5 are group projects
- Each group consists of 3 to 4 students
- Projects are designed to produce a compiler by the end of class

- Grading
  - All group members (mostly) get the same grade
  - Scanner/parser ungraded
    (you can use this to evaluate potential group members)
  - Semantic Checker/Code Generator graded together
  - Dataflow Analyzer/Optimizer graded together
  - 5 turnins total, 2 turnins are graded

Quizzes

- Three Quizzes

- **In-Class Quiz**
  - 50 Minutes (be on time!)
  - Open book, open notes

Mini Quizzes

- You already got one
- Given at the beginning of the class
- Collected at the end
- Collaboration is OK

- This is in lieu of time consuming problem sets

Grading Breakdown

- Project = 70% of grade
  - 25% Semantic Checker/Code Generator
  - 45% Dataflow Analyzer/Optimizer
- Quizzes – 24%, 8% each
- Miniquizzes/class participation – 6%

More Course Stuff

- Blank page project – all the rope you what!
- Challenging project
- You are on your own!
- Accepted Languages
  - Java
  - Scala (people have done well with this language)
  - Haskell

Why Study Compilers?

- Compilers enable programming at a high level language instead of machine instructions.
  - Malleability, Portability, Modularity, Simplicity, Programmer Productivity
  - Also Efficiency and Performance
- Indispensible programmer productivity tool
- One of most complex software systems to build

Compilers Construction touches many topics in Computer Science

- Theory
  - Finite State Automata, Grammars and Parsing, data-flow
- Algorithms
  - Graph manipulation, dynamic programming
- Data structures
  - Symbol tables, abstract syntax trees
- Systems
  - Allocation and naming, multi-pass systems, compiler construction
- Computer Architecture
  - Memory hierarchy, instruction selection, interlocks and latencies, parallelism
- Security
  - Detection of and Protection against vulnerabilities
- Software Engineering
  - Software development environments, debugging
- Artificial Intelligence
  - Heuristic based search for best optimizations

What a Compiler Does

- Input: High-level programming language
- Output: Low-level assembly instructions

- Compiler does the translation:
  - Read and understand the program
  - Precisely determine what actions it requires
  - Figure-out how to faithfully carry out those actions
  - Instruct the computer to carry out those actions

Input to the Compiler

- Standard imperative language (Java, C, C++)
  - State
    - Variables,
    - Structures,
    - Arrays
  - Computation
    - Expressions (arithmetic, logical, etc.)
    - Assignment statements
    - Control flow (conditionals, loops)
    - Procedures

Output of the Compiler

- State
  - Registers
  - Memory with Flat Address Space
- Machine code – load/store architecture
  - Load, store instructions
  - Arithmetic, logical operations on registers
  - Branch instructions

Example (input program)

```
int sumcalc(int a, int b, int N)
{
    int i, x, y;
    x = 0;
    y = 0;
    for(i = 0; i <= N; i++) {
       x = x + (4*a/b)*i + (i+1)*(i+1);
       x = x + b*y;
    }
    return x;
}
```

Example (Output assembly code)

```
sumcalc:
        pushq   %rbp
        movq    %rsp, %rbp
        movl    %edi, -4(%rbp)
        movl    %esi, -8(%rbp)
        movl    %edx, -12(%rbp)
        movl    $0, -20(%rbp)
        movl    $0, -24(%rbp)
        movl    $0, -16(%rbp)
.L2:    movl    -16(%rbp), %eax
        cmpl    -12(%rbp), %eax
        jg      .L3
        movl    -4(%rbp), %eax
        leal    0(,%rax,4), %edx
        leaq    -8(%rbp), %rax
        movq    %rax, -40(%rbp)
        movl    %edx, %eax
        movq    -40(%rbp), %rcx
        cltd
        idivl   (%rcx)
        movl    %eax, -28(%rbp)
        movl    -28(%rbp), %edx
        imull   -16(%rbp), %edx
        movl    -16(%rbp), %eax
        incl    %eax
        imull   %eax, %eax
        addl    %eax, %edx
        leaq    -20(%rbp), %rax
        addl    %edx, (%rax)
        movl    -8(%rbp), %eax
        movl    %eax, %edx
        imull   -24(%rbp), %edx
        leaq    -20(%rbp), %rax
        addl    %edx, (%rax)
        leaq    -16(%rbp), %rax
        incl    (%rax)
        jmp     .L2
.L3:    movl    -20(%rbp), %eax
        leave
        ret
```

```
 .size   sumcalc, .-sumcalc
        .section
.Lframe1:
        .long    .LECIE1-.LSCIE1
.LSCIE1:.long    0x0
        .byte    0x1
        .string  ""
        .uleb128 0x1
        .sleb128 -8
        .byte    0x10
        .byte    0xc
        .uleb128 0x7
        .uleb128 0x8
        .byte    0x90
        .uleb128 0x1
        .align   8
.LECIE1:.long    .LEFDE1-.LASFDE1
        .long    .LASFDE1-.Lframe1
        .quad    .LFB2
        .quad    .LFE2-.LFB2
        .byte    0x4
        .long    .LCFI0-.LFB2
        .byte    0xe
        .uleb128 0x10
        .byte    0x86
        .uleb128 0x2
        .byte    0x4
        .long    .LCFI1-.LCFI0
        .byte    0xd
        .uleb128 0x6
        .align   8
```

Optimization Example

```
int sumcalc(int a, int b, int N)
{
    int i;
    int x, y;
    x = 0;
    y = 0;
    for(i = 0; i <= N; i++) {
       x = x + (4*a/b)*i + (i+1)*(i+1);
       x = x + b*y;
    }
    return x;
}
```

```
        pushq   %rbp
        movq    %rsp, %rbp
        movl    %edi, -4(%rbp)
        movl    %esi, -8(%rbp)
        movl    %edx, -12(%rbp)
        movl    $0, -20(%rbp)
        movl    $0, -24(%rbp)
        movl    $0, -16(%rbp)
.L2:    movl    -16(%rbp), %eax
        cmpl    -12(%rbp), %eax
        jg      .L3
        movl    -4(%rbp), %eax
        leal    0(,%rax,4), %edx
        leaq    -8(%rbp), %rax
        movq    %rax, -40(%rbp)
        movl    %edx, %eax
        movq    -40(%rbp), %rcx
        cltd
        idivl   (%rcx)
        movl    %eax, -28(%rbp)
        movl    -28(%rbp), %edx
        imull   -16(%rbp), %edx
        movl    -16(%rbp), %eax
        incl    %eax
        imull   %eax, %eax
        addl    %eax, %edx
        leaq    -20(%rbp), %rax
        addl    %edx, (%rax)
        movl    -8(%rbp), %eax
        movl    %eax, %edx
        imull   -24(%rbp), %edx
        leaq    -20(%rbp), %rax
        addl    %edx, (%rax)
        leaq    -16(%rbp), %rax
        incl    (%rax)
        jmp     .L2
.L3:    movl    -20(%rbp), %eax
        leave
        ret
```

Lets Optimize...

```
int sumcalc(int a, int b, int N)
{
    int i, x, y;
    x = 0;
    y = 0;
    for(i = 0; i <= N; i++) {
       x = x + (4*a/b)*i + (i+1)*(i+1);
       x = x + b*y;
    }
    return x;
}
```

Constant Propagation

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
    x = x + (4*a/b)*i + (i+1)*(i+1);
    x = x + b*y;
}
return x;
```

Constant Propagation

```
int i, x, y;
 x = 0;
 y = 0;
 for(i = 0; i <= N; i++) {
   x = x + (4*a/b)*i + (i+1)*(i+1);
   x = x + b*y;
 }
 return x;
```

Constant Propagation

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);
  x = x + b*0;
}
return x;
```

Algebraic Simplification

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);
  x = x + b*0;
}
return x;
```

Algebraic Simplification

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);
  x = x + b*0;
}
return x;
```

Algebraic Simplification

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);
  x = x;
}
return x;
```

Copy Propagation

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);
  x = x;
}
return x;
```

Copy Propagation

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);
  x = x;
}
return x;
```

Copy Propagation

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
  x = x + (4*a/b)*i + (i+1)*(i+1);

}
return x;
```

Common Subexpression Elimination

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {

   x = x + (4*a/b)*i + (i+1)*(i+1);
}
return x;
```

Common Subexpression Elimination

```
int i, x, y;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {

   x = x + (4*a/b)*i + (i+1)*(i+1);
}
return x;
```

Common Subexpression Elimination

```
int i, x, y, t;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + (4*a/b)*i + t*t;
}
return x;
```

Dead Code Elimination

```
int i, x, y, t;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + (4*a/b)*i + t*t;
}
return x;
```

Dead Code Elimination

```
int i, x, y, t;
x = 0;
y = 0;
for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + (4*a/b)*i + t*t;
}
return x;
```

Dead Code Elimination

```
int i, x, t;
x = 0;

for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + (4*a/b)*i + t*t;
}
return x;
```

Loop Invariant Removal

```
int i, x, t;
x = 0;

for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + (4*a/b)*i + t*t;
}
return x;
```

Loop Invariant Removal

```
int i, x, t;
x = 0;

for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + (4*a/b)*i + t*t;
}
return x;
```

Loop Invariant Removal

```
int i, x, t, u;
x = 0;
u = (4*a/b);
for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + u*i + t*t;
}
return x;
```

Strength Reduction

```
int i, x, t, u;
x = 0;
u = (4*a/b);

for(i = 0; i <= N; i++) {
   t = i+1;
   x = x + u*i + t*t;

}
return x;
```

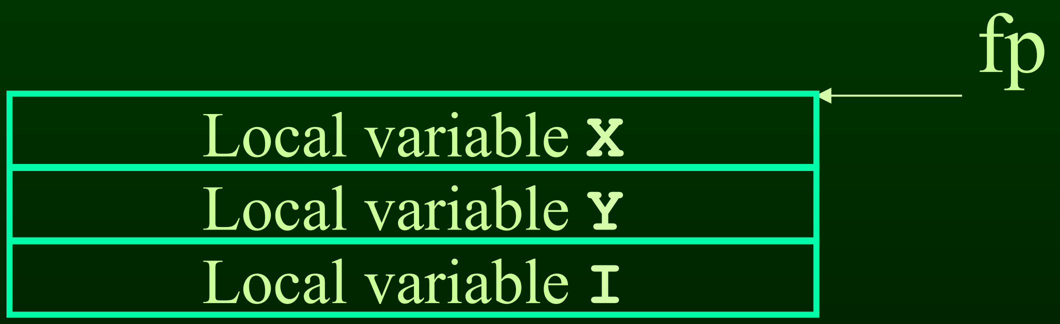
Strength Reduction

```
int i, x, t, u;
x = 0;
u = (4*a/b);

for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + u*i + t*t;

}
return x;
```

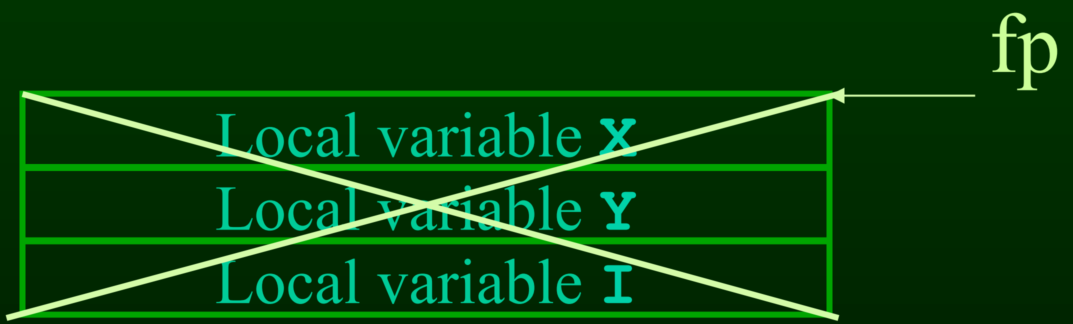
Strength Reduction

```
int i, x, t, u, v;
x = 0;
u = ((a<<2)/b);
v = 0;
for(i = 0; i <= N; i++) {
    t = i+1;
    x = x + v + t*t;
    v = v + u;
}
return x;
```

Register Allocation



Register Allocation




```
$r8d  = X
$r9d  = t
$r10d = u
$ebx  = v
$ecx  = i
```

Optimized Example

```
int sumcalc(int a, int b, int N)
{
    int i, x, t, u, v;
    x = 0;
    u = ((a<<2)/b);
    v = 0;
    for(i = 0; i <= N; i++) {
        t = i+1;
        x = x + v + t*t;
        v = v + u;
    }
    return x;
}
```

Unoptimized Code

```
        pushq   %rbp
        movq    %rsp, %rbp
        movl    %edi, -4(%rbp)
        movl    %esi, -8(%rbp)
        movl    %edx, -12(%rbp)
        movl    $0, -20(%rbp)
        movl    $0, -24(%rbp)
        movl    $0, -16(%rbp)
.L2:    movl    -16(%rbp), %eax
        cmpl    -12(%rbp), %eax
        jg      .L3
        movl    -4(%rbp), %eax
        leal    0(,%rax,4), %edx
        leaq    -8(%rbp), %rax
        movq    %rax, -40(%rbp)
        movl    %edx, %eax
        movq    -40(%rbp), %rcx
        cltd
        idivl   (%rcx)
        movl    %eax, -28(%rbp)
        movl    -28(%rbp), %edx
        imull   -16(%rbp), %edx
        movl    -16(%rbp), %eax
        incl    %eax
        imull   %eax, %eax
        addl    %eax, %edx
        leaq    -20(%rbp), %rax
        addl    %edx, (%rax)
        movl    -8(%rbp), %eax
        movl    %eax, %edx
        imull   -24(%rbp), %edx
        leaq    -20(%rbp), %rax
        addl    %edx, (%rax)
        leaq    -16(%rbp), %rax
        incl    (%rax)
        jmp     .L2
.L3:    movl    -20(%rbp), %eax
        leave
        ret
```

Optimized Code

```
        xorl    %r8d, %r8d
        xorl    %ecx, %ecx
        movl    %edx, %r9d
        cmpl    %edx, %r8d
        jg      .L7
        sall    $2, %edi
.L5:    movl    %edi, %eax
        cltd
        idivl   %esi
        leal    1(%rcx), %edx
        movl    %eax, %r10d
        imull   %ecx, %r10d
        movl    %edx, %ecx
        imull   %edx, %ecx
        leal    (%r10,%rcx), %eax
        movl    %edx, %ecx
        addl    %eax, %r8d
        cmpl    %r9d, %edx
        jle     .L5
.L7:    movl    %r8d, %eax
        ret
```

Inner Loop:

10*mov + 5*lea + 5*add/inc
+ 4*div/mul + 5*cmp/br/jmp
= 29 instructions

Execution time = 43 sec

4*mov + 2*lea + 1*add/inc+
3*div/mul + 2*cmp/br/jmp
= 12 instructions

Execution time = 17 sec

Compilers Optimize Programs for…

- Performance/Speed
- Code Size
- Power Consumption
- Fast/Efficient Compilation
- Security/Reliability
- Debugging