

# Compilation: Preliminaries

Introduction to Compiler Construction



# Outline

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Why Study Compilers?

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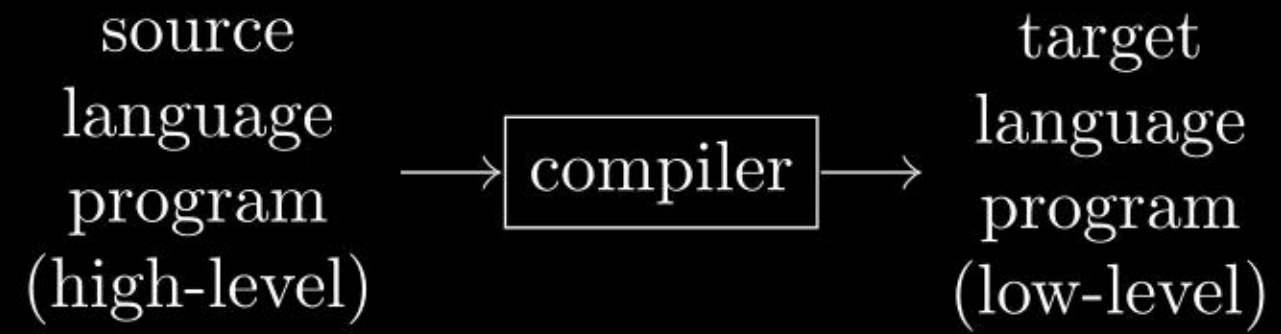
Why Study Compilers?



# Compilers

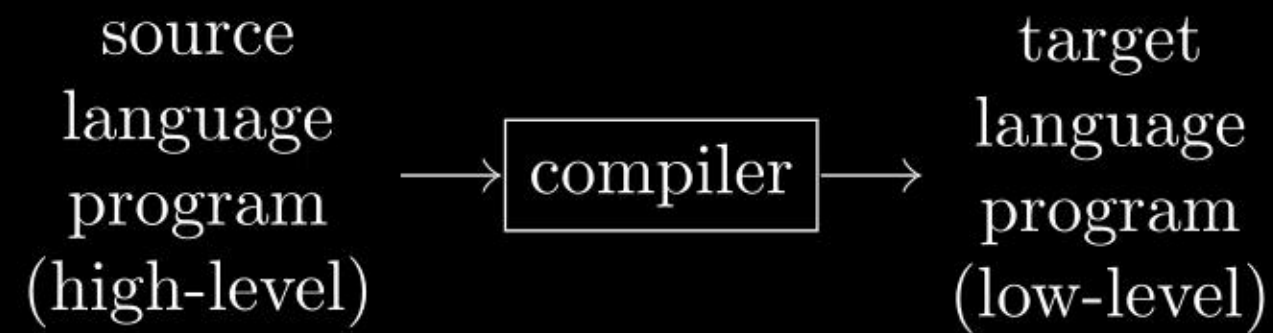
# Compilers

A compiler translates a source language program into a target language program



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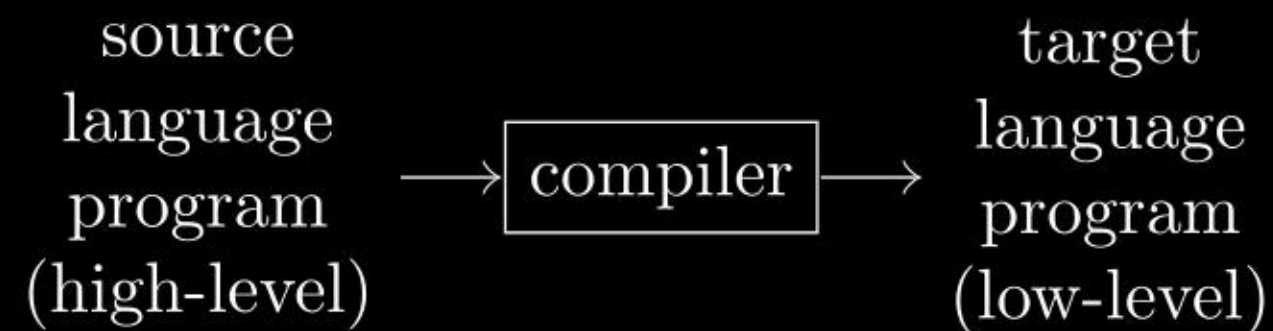
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Examples (source language): C, Java, *j--*, *iota*

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Examples (target language): Intel x86 instructions, JVM instructions, Marvin Machine instructions

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- Syntax of constructs such as classes, methods, statements, and expressions
- Semantics (ie, meaning) of the constructs

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# Interpreters

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An interpreter executes a source language program directly



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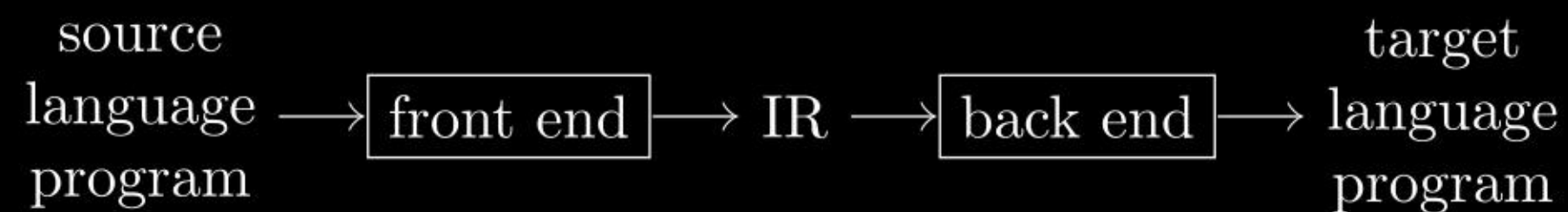
Examples: Bash, Python



# Phases of Compilation

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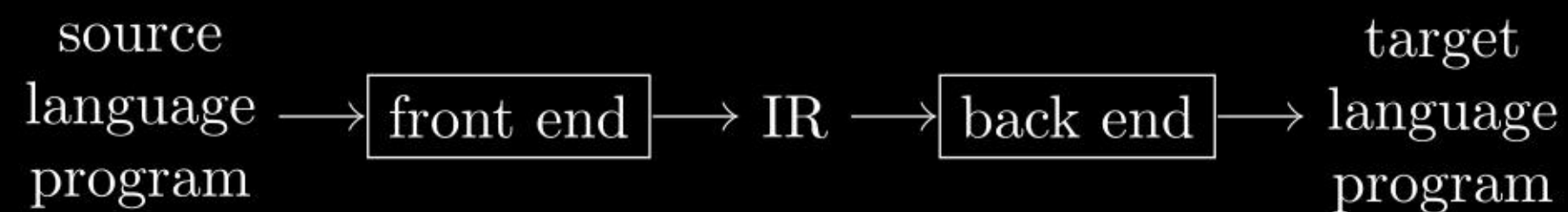
A compiler can be broken into a front end and a back end





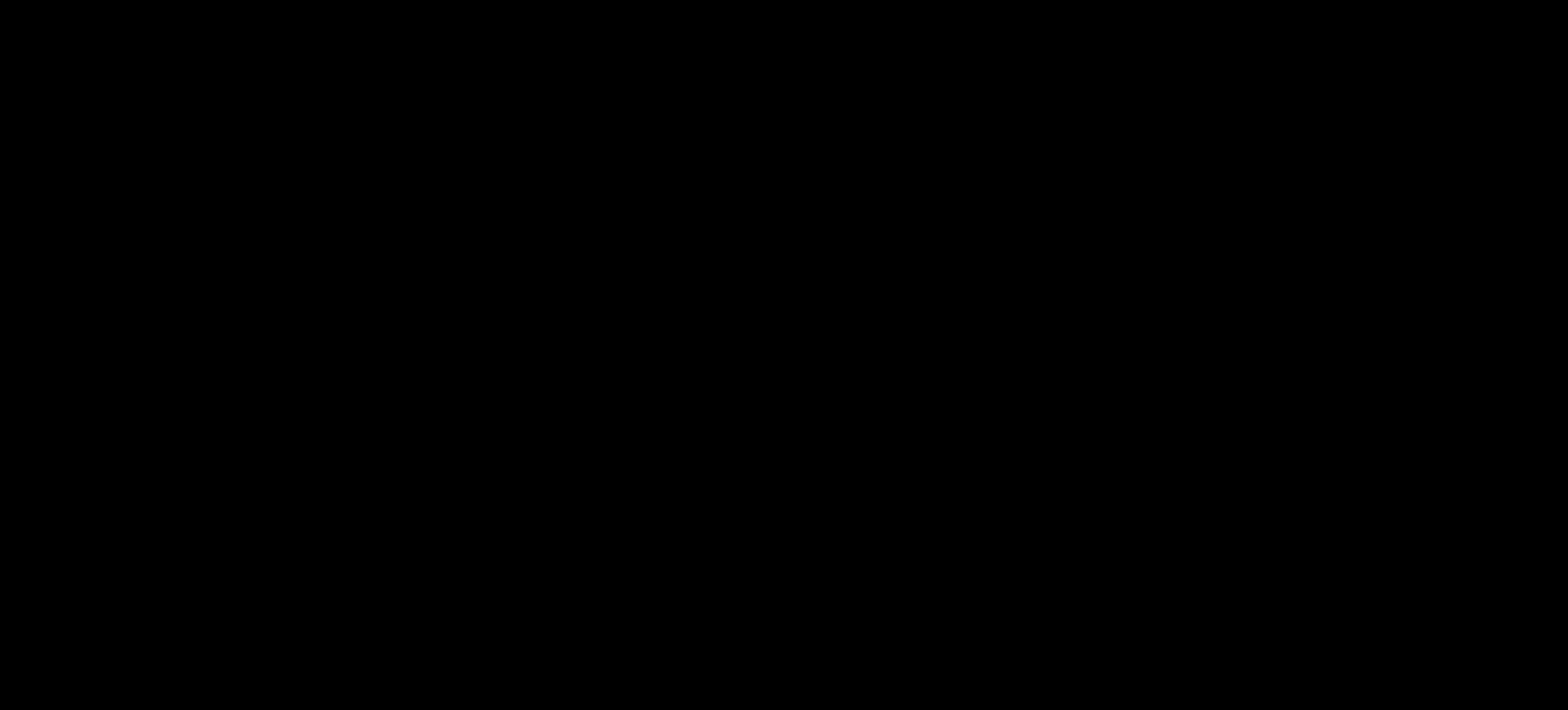
# Phases of Compilation

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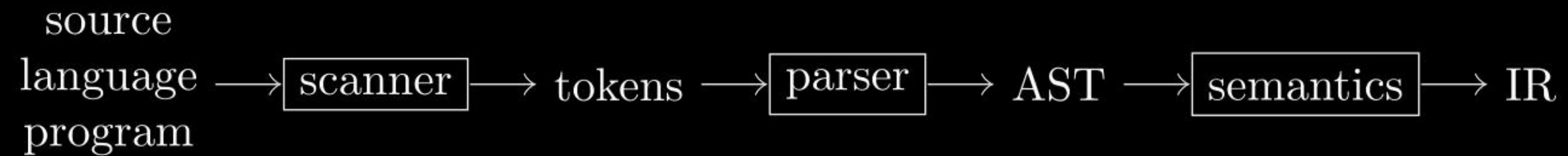
Separating the front end from the back end enables code re-use

# Phases of Compilation

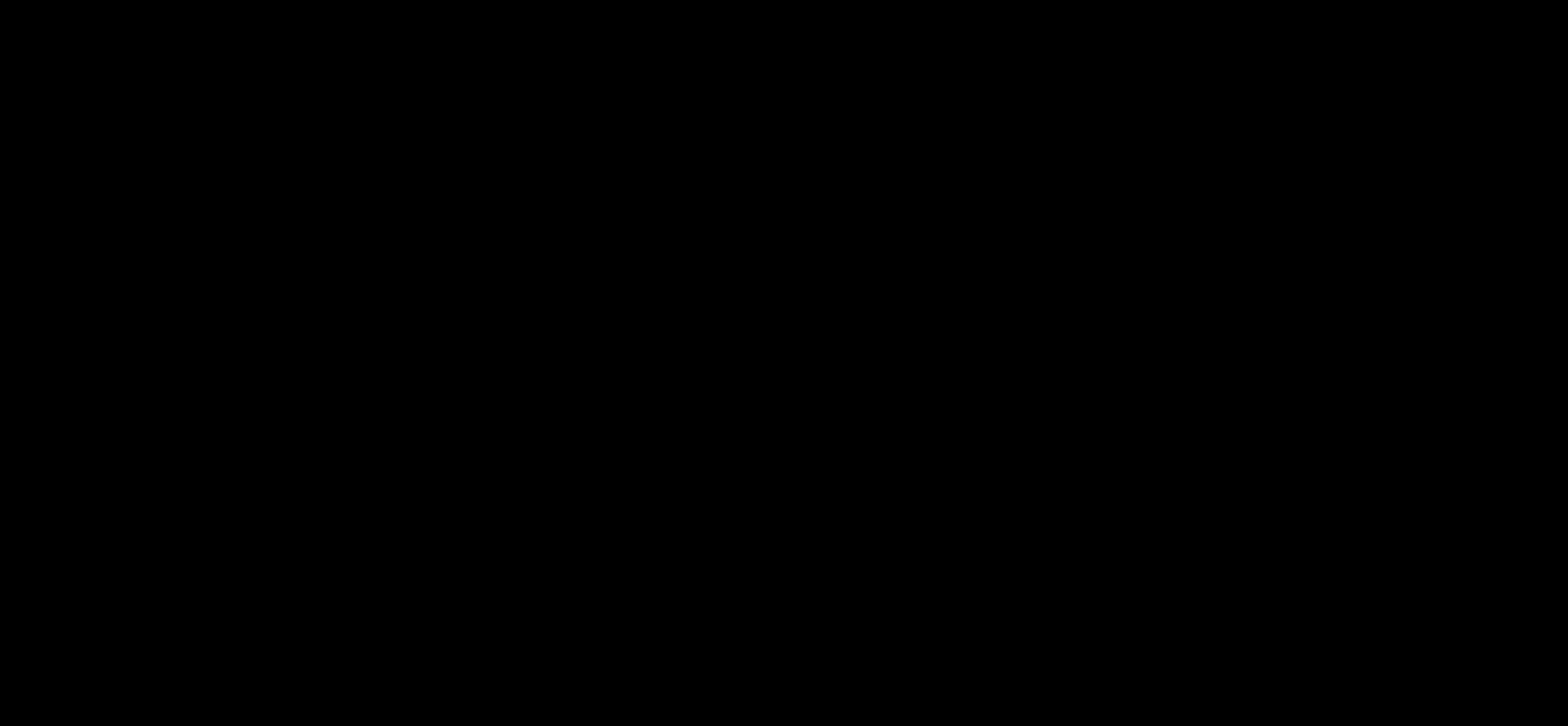


# Phases of Compilation

The front end can be decomposed into a sequence of analysis phases

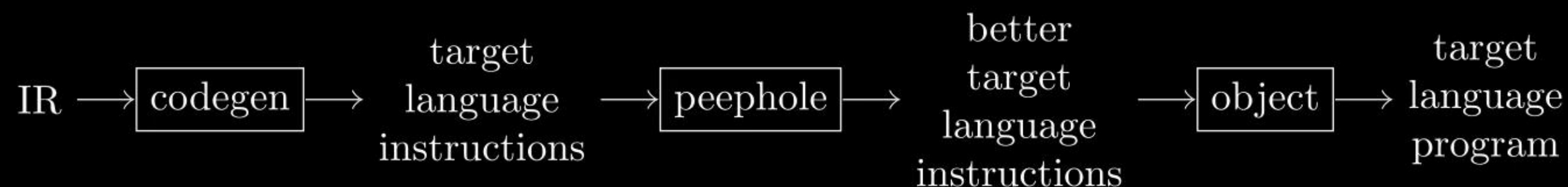


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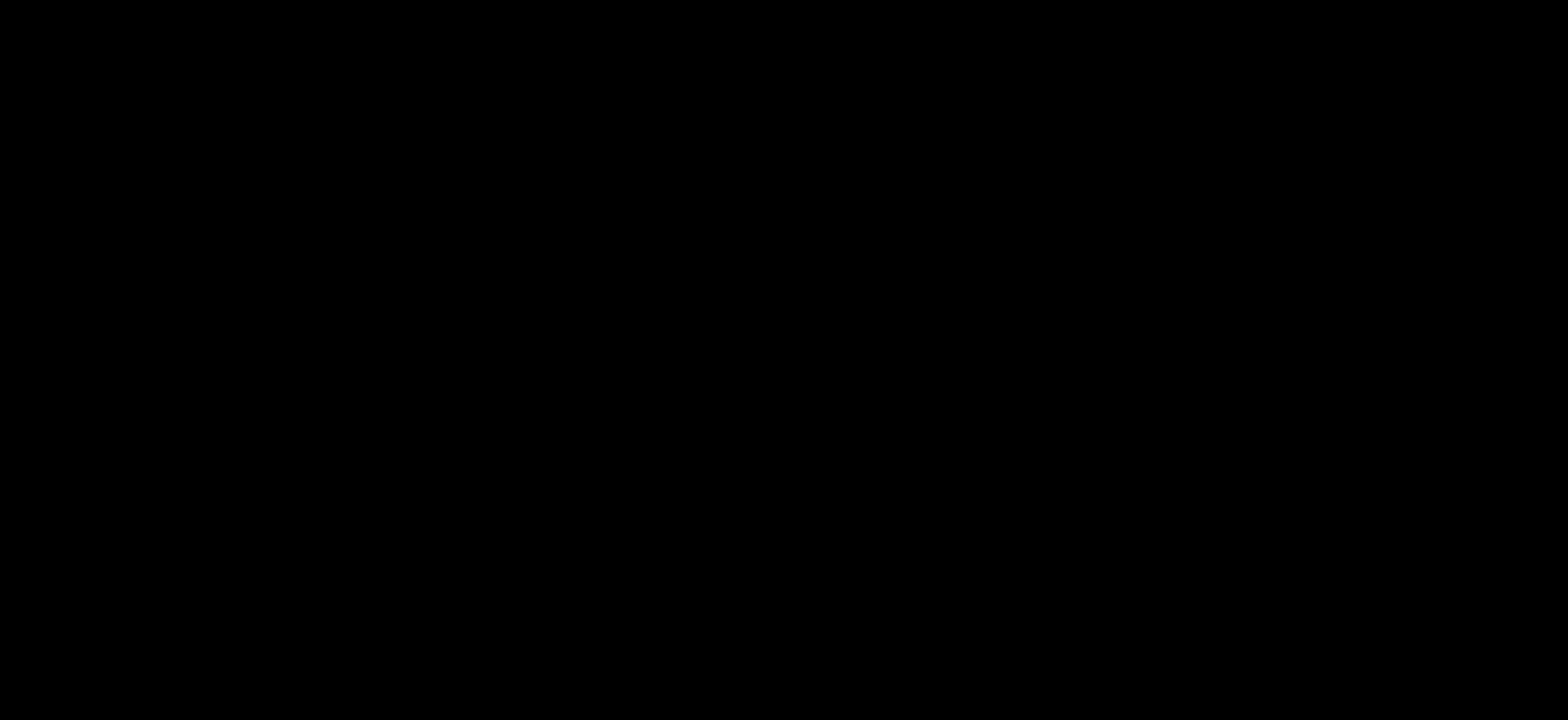


# Phases of Compilation

The back end can be decomposed into a sequence of synthesis phases



# Phases of Compilation



# Phases of Compilation

A compiler sometimes has an optimizer between the front end and the back end







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Compiler writing is a case study in software engineering

Compilers are programs and writing programs is fun



