

# Language Processors

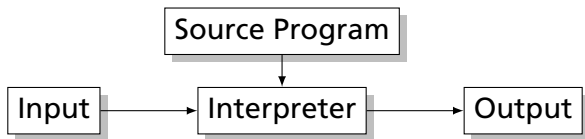
Stephen A. Edwards

Columbia University

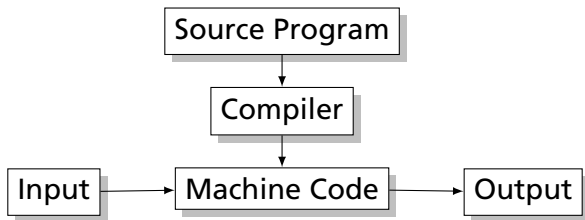
Fall 2014



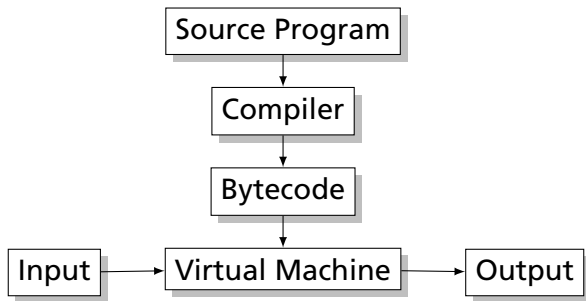
# Interpreter



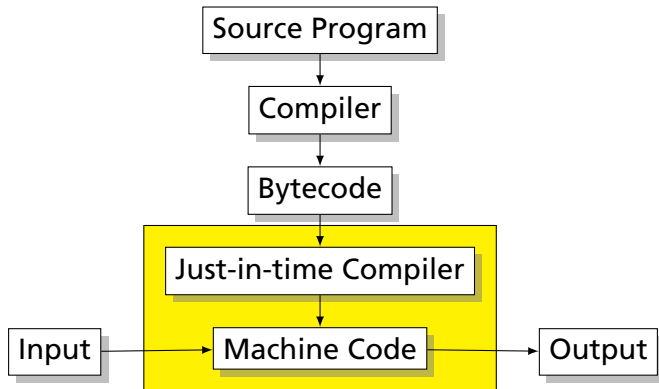
# Compiler



# Bytecode Interpreter

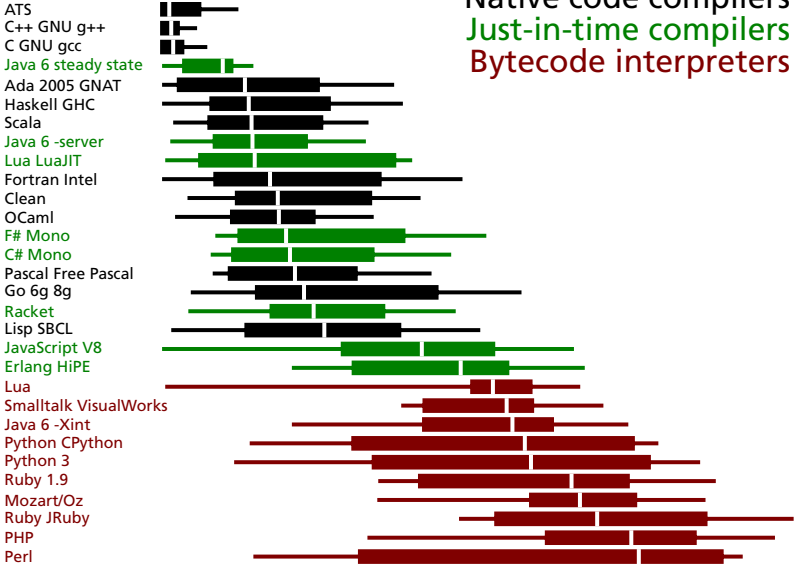


# Just-In-Time Compiler



# Language Speeds Compared

Native code compilers  
 Just-in-time compilers  
 Bytecode interpreters



Source: <http://shootout.alioth.debian.org/>

## 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 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
```

Just a sequence of characters



# Lexical Analysis Gives Tokens

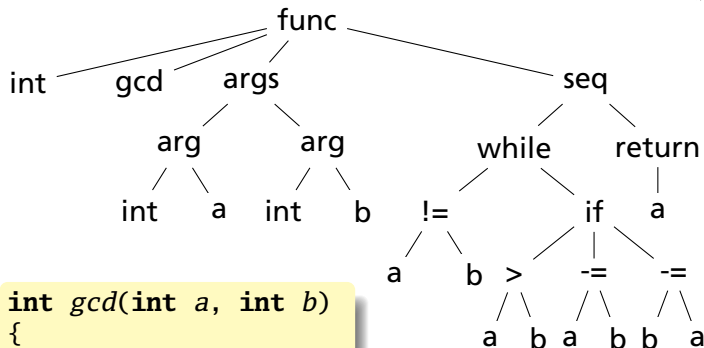
```
int gcd(int a, int b)
{
  while (a != b) {
    if (a > b) a -= b;
    else b -= a;
  }
  return a;
}
```



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

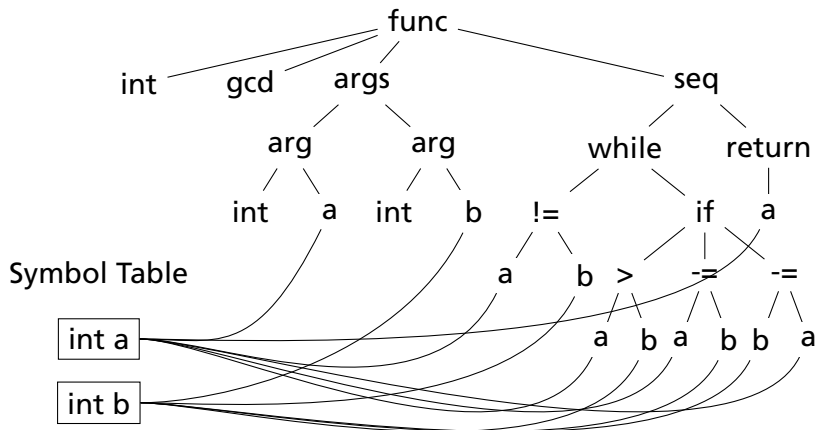
A stream of tokens. Whitespace, comments removed.

# 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
```

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

